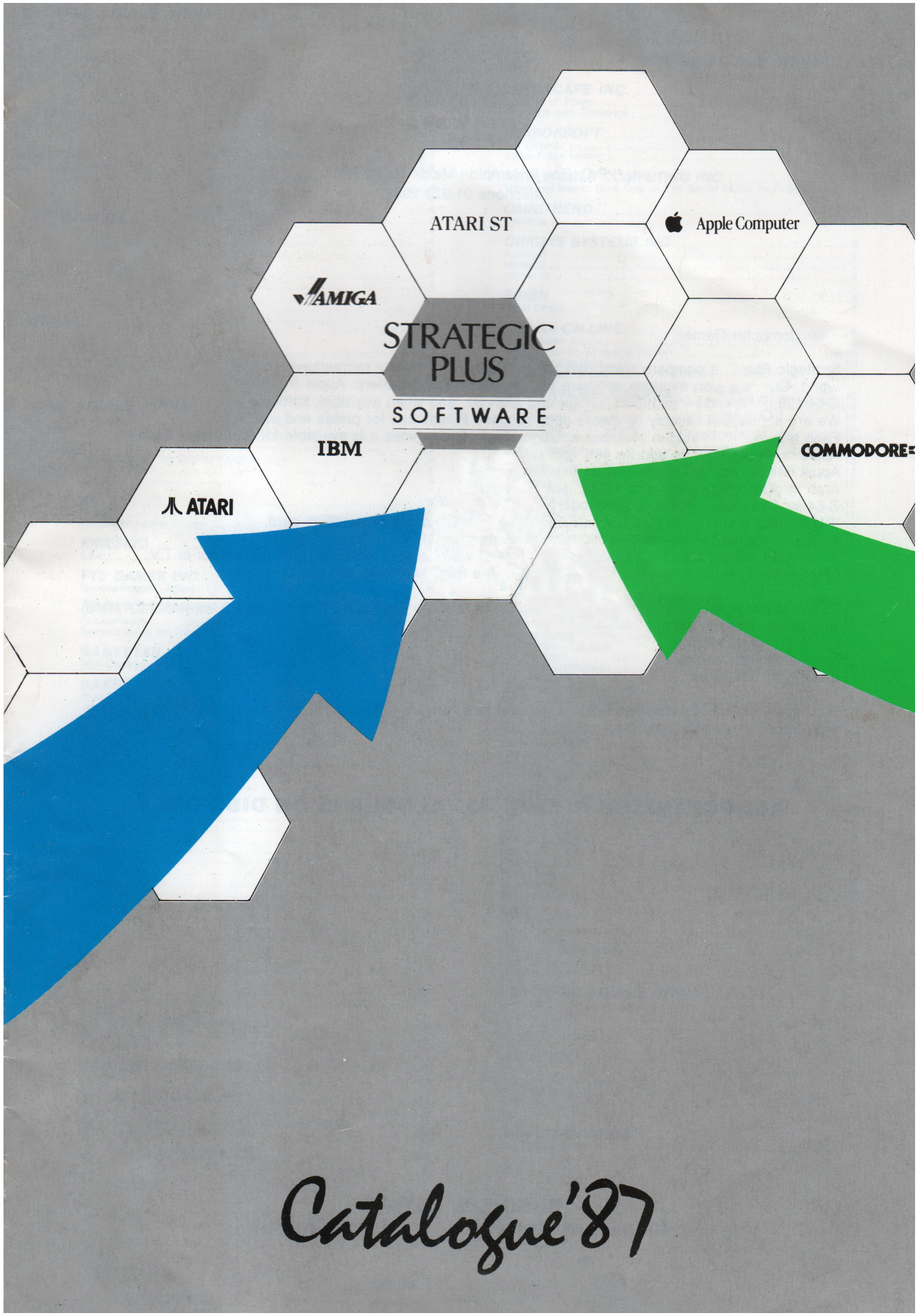

ATARI ST
Apple Computer
AMIGA
STRATEGIC
PLUS
SOFTWARE
IBM
COMMODORE
ATARI
Catalogue'87

STRATEGIC PLUS SOFTWARE

P.O. Box 8 Hampton Middx TW12 3XA.
Telephone 01-979 2987

Dear Computer Gamer,

Strategic Plus is a company dedicated to the supplying of quality recreational software from around the world. Our selection includes software for the following computers: Apple II Series, Atari XL/XE series, C-64/128, IBM and compatibles, Amiga and Atari ST. and when available, software for the Apple IIGS. We are also able to supply hardware upon request. Please call for prices and availability.
Each title in the catalogue will have a listing of which machines it is available for as follows:
Apple = Apple II+, IIe and IIc 48K required.
Apple 64K = Apple II+, IIe and IIc 64K required.
Atari = Atari 800, 800XL and 130XE 48K required.
C-64 = Commodore 64 and Commodore 128.
IBM = IBM and compatibles with a minimum of 128K and colour graphics card.
Amiga = Commodore Amiga A1000 with a minimum of 512K.
ST = Atari 520ST, Atari 520STFM and Atari 1040ST with medium resolution (colour) monitor or T.V. (if using modulator). Apple GS = Apple IIGS with a minimum 512K and colour monitor.

To assist you in selecting games, each title also has a rating ranging from 1 — 3, these represent the level of difficulty of each game.
Level 1 = introductory.
Level 2 = intermediate.
Level 3 = advanced.

We hope you find this catalogue of interest and look forward to hearing from you and supplying you with any further information you may require.

ALL SOFTWARE IN THIS CATALOGUE IS ON DISC ONLY

BUSINESS HOURS
10am-6pm Mon-Fri 11am-4pm Sat

Partners: S J Tunstall, S K F Harper, R J Wild

INDEX

ACCOLADE **4**
Mean 18 4

ACTIVISION U.K. **4**
Borrowed Time 4
Shanghai 4
Tass Times in Tonetown 4
The Music Studio 4

AVALON HILL **4**
Computer Diplomacy 4
Gulf Strike 4
Incunabula 4
Tsushima 4
Under Fire 4
Under Fire Extended Capabilities Disc 4

BETHSEDA SOFTWORKS **4**
Gridiron: The Football Simulator 4

BRODERBUND **5**
The Ancient Art of War 5
Mindwheel 5

DATASOFT **5**
Alternate Reality: The City 5

DIGITAL KAMPF GROUP **5**
Clash of Wills 5
Metz and Cobra 5
The Great War: 1914 5

ELECTRONIC ARTS **5**
Bard's Tale 5
Bard's Tale II: The Destiny Knight 5
Deluxe Paint II 5
Starflight 5

EPYX **5**
Rogue 5
Temple of Asphai Trilogy 5

FIREBIRD **5**
Elite 5

FTL GAMES INC. **6**
Sundog-Frozen Legacy 6

GAME DESIGNERS WORKSHOP. **6**
Chickamauga 6
Rommel:Battle for Tobruk 6

GAMESTAR **6**
GBA Championship Basketball: Two on Two 6

GARDE **6**
Blue Powder, Grey Smoke 6

INFOCOM **6/7**
A Mind Forever Voyaging 6
Ballyhoo 6
Cutthroats 6
Deadline 6
Enchanter 6
Hitchikers Guide to the Galaxy 6
Infidel 6
Leather Goddesses of Phobos 6
Moonmist 7
Planetfall 7
Seastalker 7
Sorcerer 7
Spellbreaker 7
Starcross 7
Suspect 7
Suspended 7
Trinity 7
Wishbringer 7
Witness 7
Zork I 7
Zork II, ... 7
Zork III 7
Invisiclues 7

INTERSTEL **7**
Star Fleet I: The War Begins 7

KRENTEK SOFTWARE **7/8**
Napoleon at Waterloo 7
Rome and the Barbarians 8

MAGISTER SOFTWARE LTD **8**
Artscribe 8

MICRO LEAGUE SPORTS ASSN. **8**
Micro League Baseball 8
Micro League Baseball: General Managers/Owners Disc 8
Micro League Baseball: Team Discs 8

MICROPROSE SOFTWARE **8/9**
Conflict in Vietnam 8
Crusade in Europe 8
Decision in the Desert 8
F-15 Strike Eagle 8
Gunship 8
Hellcat Ace 8
Silent Service 8
Spitfire Ace 9

MINDSCAPE INC. **9**
Balance of Power 9
The American Challenge 9

MIRRORSOFT **9**
Art Director 9
Strike Force Harrier 9

NEW WORLD COMPUTING INC **9**
Might and Magic: Book One — The Secret of the Inner Sanctum 9

OMNITREND **9**
Universe II

ORIGINS SYSTEMS INC **9**
Autoduel 9
Moebius 9
Ultima III 9

PSION LIMITED **9**
Psion Chess 9

SIERRA ON-LINE **9/10**
Kings Quest II 9
Kings Quest III: To Heir is Human 10
The Black Cauldron 10
Space Quest: Chapter One — The Sarien Encounter 10

SIMULATIONS CANADA **10**
Fall Gelb 10
Fifth Eskadra 10
Golan Front 10
Grey Seas, Grey Skies 10
Kursk Campaign 10
Seventh Fleet 10
Sieg in Afrika 10
Stalingrad Campaign 10

SIR-TECH **11**
Wizardry-Proving Grounds 11
Wizardry-Knights of Diamonds 11
Wizardry-Legacy of Llylgamyn 11
Wiziprint 11

SOFTWARE COUNTRY **11**
Chessmaster 2000 11

STRATEGIC SIMULATIONS INC. **11/12/13/14**
Baltic 1985 11
Battle of Antietam 11
Battlegroup 11
Broadsides 11
Carrier Force 11
Cartels & Cutthroats 11
Colonial Conquest 11
Computer Ambush (2nd Ed.) 11
Computer Quarterback 11
Computer Quarterback Teams Data Discs 12
Field of Fire 12
Fighter Command 12
Geopolitique 1990 12
Germany 1985 12
Gettysburg: The Turning Point 12
Imperium Galactum 12
Kampfgruppe 12
Kampfgruppe Scenario Disc I 12
Mechbrigade 12
NAM 12
Norway 1985 12
Panzer Grenadier 13
Phantasie 13
Phantasie II 13
Rails West! 13
RDF 1985 13
Rings of Zilfin 13
Roadwar 13
Shard of Spring 13
U.S.A.A.F. 13
War in Russia 13
War in the South Pacific 13
Warship 13
Wizards Crown 14

STRATEGIC STUDIES GROUP **14**
Battlefront 14
Carriers at War 14
Europe Ablaze 14
Reach for the Stars 14

SUB-LOGIC **14**
Baseball 14
Baseball: Stadium Disc 14
Flight Simulator II 14
Football 14
Jet 14

XOR COPORATION **14**
NFL Challenge 14

ACCOLADE

MEAN 18 — 3D golf simulation. Shots are viewed from behind the player on the fairways and from above on the greens. Selection of 14 clubs, from driver to putter are available. Power and direction (hook or slice) are controlled by the players. Hazards include rough, sand, bushes and trees. Four courses are available: St. Andrews, Pebble Beach, Augusta National and Bush Mill. In addition there is a complete 'design your own' Course Architect. Play options are Pro and Regular tees, Beginner and Expert players, Stroke (1-4 players), Match (2 player) and Best Ball (2 teams/4 players). Keyboard (IBM) and mouse (Amiga, ST) control. Save game feature.

Designed by Rex Bradford

1-4 Players — **Level 1/2**

IBM ***£19.99***
Amiga, ST ***£39.95***

ACTIVISION U.K.

BORROWED TIME — illustrated text detective adventure. You are Sam, private investigator, and someone is out to kill you! You step out of your office and the chase is on. Will you get them before they get you? Mouse and keyboard control. Save game feature.

Designed by Interply Productions

1 Player — **Level 2**

Amiga, ST ***£24.95***

SHANGHAI — strategy game based upon the ancient Chinese game of Mah Jongg. From 144 randomised picture-tiles, of seven different suits, stacked in the shape of a dragon, pair up matching tiles until you run out of tiles or moves. Play other players or against the clock. Save sticky play situations for later or ask for hints. Detailed colour graphics of the tiles. Mouse controlled. Includes play booklet and challenging games on disc.

Designed by Brodie Lockard

1-2 Players — **Level 1/2**

IBM ***£19.95***
Amiga, ST ***£24.95***

TASS TIMES IN TONETOWN — graphics/text adventure set in the bizarre world of ToneTown. Your favourite old guy, Gramps, has gone missing and it's up to you to figure out how to get him home. Colour graphic display, mouse and keyboard control. Comes with instrucion manual and Tass Times newspaper.

Designed by Interplay Productions and Brainwave Creations

1 Player — **Level 2**

Amiga, ST ***£24.95***

THE MUSIC STUDIO — the complete music and sound 'tool kit'. Compose your own music, create your own sounds and instruments. Add lyrics for saving and printout later. Hook up to an electronic keyboard via the MIDI interface for even greater power and performance. Mouse and keyboard control. Menu commands and 'easy to use' features.

Designed by Audio Light

Amiga, ST ***£34.95***

AVALON HILL

COMPUTER DIPLOMACY — Using a combination of strategy, tactics, diplomacy and intrigue, attempt to conquer early 20th century Europe. Become one of seven major powers: England, France, Germany, Italy, Austria-Hungary, Russia or Turkey, and become the first to gain control of 18 power centres to win the game. Six month turns. Units represent armies and fleets. Hi-res colour scrolling map displays the whole of Europe, with supply centres and ports. Tactical skills alone will not be sufficient, diplomacy and intrigue amongst players are just as important. Form alliances, cajole or threaten your way to supremacy. Can also be used in conjunction with the board-game as a 'gamemaster', or solc play for practising tactical strategies. Printout option available. Comes with Instruction Manual, Gamers Guide and pad of Conference Maps. Keyboard control. Save game feature. Playing time: 4+ hours.

Designed by Ron Sutherland

1-7 Players — **Level 2**

IBM ***£43.00***

GULF STRIKE — modern air, sea and land combat in the Persian Gulf. Simulates possible combined Russian/Iraqi invasion of Iran and naval conflict in the Gulf. The Allies are represented by the U.S. and Iran, supported by units from the U.K., France, the UAE, Saudi Arabia, Kuwait, Oman and Quatar. Includes 24 aircraft types, 4 helicopters, 10 AFV's and ships ranging from nuclear carriers and submarines to fast attack craft. Ground units range from battalion to divisional level units and include infantry, Marines, Special Forces, airborne and engineers. Each turn represents two days and the 11 x 13 grid map covers the Iranian/Persian Gulf area, with each square representing 28 x 28 kilometres. Hi-res colour display, with towns, cities, airbases, seaports, oil rigs etc. Joystick control. Save game feature. Comes complete with colour map and rule book. Playing time: 1-5 hours.

Designed by Winchell Chung

1-2 Players — **Level 2**

Apple 64K, Atari, C-64 ..... ***£27.00***

INCUNABULA — portrays the ascent of man from early civilisation to empire. You control a tribe based upon the mythical continent of Zaumulor and you must lead them from clan to empire. Establish your basis of law and then by trade, war and diplomacy attempt to become the dominant tribe. Hi-res colour maps (strategic and tactical) display population areas and terrain features including deserts, mountains, seas and rivers. Includes population growth, trade, city building, disasters etc. Two short practice scenarios and one long campaign scenario are included. In solitaire the computer will control the other six tribes. Keyboard control. Save game feature.

Designed by Steve Estvanik/Expert Systems Inc

1-7 Players — **Level 2**

IBM ***£31.00***

TSUSHIMA — in May, 1905, the Russian Baltic Fleet was on the last stage of its long voyage around the world to reach Vladivostock. The Japanese were ready and waiting to prevent this, and thus the stage was set for the only decisive and full-scale naval battle this century. Every major battleship and cruiser of both fleets are available in this simulation of tactical naval warfare. In the strategic phase each turn represents one hour. Course plot of up to nine hours to avoid the tedium of hour by hour movement and searching. Contact results in a tactical game of five minute turns. Each ship is rated for speed, armour and damage. Main and secondary guns are rated for size, range and ammunition. In solitaire the computer plays the Russians. Tactical game included. Keyboard control. Includes manual of rules and ships data. Game save feature. Playing time: Full game 5+ hours/Tactical 1-3 hours.

Designed by Kiya Overseas Industry Company Ltd

1-2 Players — **Level 2**

C-64 ..... ***£27.00***

UNDER FIRE — complex 'real time' tactical WW2 game (similar to Avalon Hill's board-game 'Squad Leader'). Selection of American or Russian units v German. Ground scale dependent upon selection, ranges from 12 metres/position to 72 metres/position. Individual tanks, squad level infantry with various weapons. Hi-res colour graphics, menu-driven command system, three level map displays (strategic, situation and tactical). Includes ratings for morale and training, supply rules and weather conditions. Comes with two discs and two instruction manuals. Nine scenarios and 'build your own' options. 'Mapmaker' disc provides a complete terrain building system, with a printout option. Joystick required with II+. Optional with IIe and IIc. Playing time: 10 minutes for a two squad firefight and 4+ for a 32 squad battle.

Designed by Ralph Bosson

1-2 Players — **Level 3**

Apple 64K ***£49.00***

UNDER FIRE EXTENDED CAPABILITIES DISC — two new maps and six new scenarios for your 'Under Fire' game. Over 65 new tanks and vehicles, covering the period 1941-45, are available from Great Britain, the U.S.A., Soviet Union, Germany, Japan and Italy. Additional infantry, weapons and artillery are also included. All vehicles are rated for main gun size, armour thickness and speed. As with the main game, there is a complete design your own option, allowing for almost any historical or hypothetical battle during WW2 to be played. Comes with rule book and historical data on vehicles such as the Tiger II, Churchill VII 'Crocodile', Semovente M40, Type 95 Ha Go, JS-III, Pershing etc. Save game feature. Joystick and printout options. Requires 'Under Fire'.

Designed by Ralph Bosson

1-2 Players — **Level 3**

Apple 64K ***£20.00***

BETHSEDA SOFTWORKS

GRIDIRON: THE FOOTBALL SIMULATOR — animated, real-time U.S. football game. 19 plays on offence and defence. You control the quarterback, receivers and runners in offence and any single position in defence. Complete 'design your own' plays and player options. Create and save teams and plays to disc for introduction during the game. Includes practice sessions, time-outs, fumbles and interceptions. 5, 10 or 15 minute quarters, four levels of game speed and bird's-eye view of the pitch and the players during play. Mouse/joystick controlled. Video option, allowing taping of games for viewing later. Comes with manual and play cards.

Designed by Edward J. Fletcher CCG

1-2 Players — **Level 2/3**

Amiga, ST ***£49.00***

BRODERBUND

THE ANCIENT ART OF WAR — based on Sun Tzu's book "The Art of War," this game lets you command troops in 11 different campaigns. Also included is a game generator that lets you build maps and armies as you wish. Eight different computer opponents are available to give variety to each game. Uses a real time system that you can speed up or slow down repeatedly at any time during the game. Each unit is a squad of up to 14 troops, with a maximum of 20 squads per player. The map is two screens in size. You have archers, barbarians and swordsmen in your units. Terrain includes clear, bridges, forts, villages, forests, hills, mountains and rivers. When opposing squads are adjacent, combat occurs. You can zoom in and control the action, seeing each soldier move, shoot and fight. Each squad is rated for condition, food and march speed. You can join two small squads together, or create new detachments. Troops must be supplied, new units raised, forts beseiged, supply lines cut, etc. The options allow you to change many of the basic rules of this game at the beginning of each campaign. Game save feature.

Designed by Dave Murry and Barry Murry

1 Player **Level 2**

IBM ***£29.99***

DATASOFT

ALTERNATE REALITY: THE CITY — fantasy role-playing game. Abducted by an alien spaceship, you are deposited in the City of Xebec's Demise. Explore this strange fantasy world and attempt to find your way home or exact revenge upon your abductors. 3D perspective view of the City. Mouse/joystick/keyboard control. Your character is rated for charm, strength, skill, intelligence and wisdom. Weapons and armour must be bought and spells learnt. Map the City and environs and learn how to survive! Comes with manual, map and reference card. Save game feature.

Designed by Ricky Mirsky and Jim Ratcliff

1 Player **Level 2**

ST ***£24.95***

DIGITAL KAMPF GROUP

CLASH OF WILLS — strategic game of the war in Europe, 1940-45. Infantry, armour and elite armour units at corps level, with air power using points allocated to either strategic or tactical operations. Colour map displays Europe, Norway and North Africa on a 78 x 95 grid, with 40 x 40 kilometre squares. Monthly turns and various terrains, supply, weather, industrial centres, two level movement, replacements and minor allies. Allied, Soviet and Axis armies, with computer able to play Allied or Soviet or both. Keyboard control. Save game feature. Playing time: 20+ hours.

Designed by Marc Summerlott

1-3 Players **Level 1**

Atari, C-64 ..... ***£35.00***

METZ AND COBRA two games on one disc: Metz — Patton's autumn 1944 campaign; Cobra — Patton's breakout from the Normandy beacheads. Units are at regimental level and include infantry, armour and corps artillery. Ground scale is 2 miles/square and each turn represents one day. Colour scrolling maps include terrain features such as roads, woods, bridges, towns etc. Rules include air power, weather, ground conditions and fire and movement phases. Joystick control. Save game feature. In solitaire the computer will play either side.

Designed by Marc Summerlott

1-2 Players **Level 1**

Atari, C-64 ..... ***£35.00***

THE GREAT WAR: 1914 — simulation of the opening moves of WW1, from August 1914 to October 1914. Each game turn represents three days, ground scale is 10 miles/square. Units are corps size and include units from France, Great Britain and Belgium for the Western Allies, Germany, Austria-Hungary and Bavaria for the Central Powers and Russia on the Eastern Front. The 94 x 78 colour scrolling map is split into the Western and Eastern Fronts and includes railroads, forts, rivers, cities, woods and other terrain features. Rules include strategic rail movements, artillery support, replacements and weather. Keyboard control. Save game feature. In solitaire the computer plays the Allies.

Designed by Marc Summerlott

1-3 Players **Level 1**

Atari, C-64 ..... ***£35.00***

ELECTRONIC ARTS

BARD'S TALE — fantasy role-playing game, utilising all the best of 'Wizardry' and more! First in a series of three 'Tales of the Unknown'. The town of Skara Brae has been isolated by an evil mage called Mangar, who has surrounded it with perpetual winter and now threatens its very existence. Build up a gallant band of adventurers to rid this curse or call upon the services of your tried and trusted heroes from 'Wizardry' (Apple) or 'Ultima III' games. Three dimensional hi-res colour graphics, animated colour monsters, scrolling town features, sixteen different mazes and 85 spells. Many magic items, logic puzzles and monsters.

Designed by Michael Cranford

1 Player **Level 3**

Apple 654K, C-64, Amiga ..... ***Please phone for prices***

BARD'S TALE II: THE DESTINY KNIGHT — having defeated Mangar in the previous adventure, your trusty band of heroes are called forth to face an even greater threat. The evil Archmage, Lagoth Zanta, has broken the Destiny Wand into seven pieces and thus destroyed the peace and prosperity of The Realm. You must defeat the Archmage and reforge the Wand, thus reunite The Realm. Includes new style combat, more animated colour monsters, dozens of new spells (including a new magic user, the Archmage), 25 dungeon levels, 6 cities and a large wilderness to explore and map. Use characters from 'Bard's Tale' or start afresh, also includes six different Guilds for saving games, a Sage to give you clues and a 'Starter Dungeon' to quickly boost up new or old characters.

Designed by Michael Cranford

1 Player **Level 3**

Apple 64K, C-64 ..... ***£35.00***

DELUXE PAINT II — complete graphics package for the budding computer artist and professional alike. Many features including full range of colours, brush selections, brush modes, 2D and 3D rotation, variable page sizes, various text styles and fonts, colour cycling and mixing. Comes with manual and 'Art Disc'. Save and printout options.

Designed by Daniel Silva

Amiga ***£99.00***

STARFLIGHT — large scale, real time, sci-fi role-playing adventure. The year is 4620. The place, Starport Central, Arth Orbit Station. You have been briefed by Interstel to outfit a starship and then to explore new worlds for information, new technology and colonisation. Select and train six ship's officers from five different races. Each race is rated for durability, learning rate and shipboard skills. Ship equipment includes lasers, missiles, cargo pods, terrain vehicles and five classes of engines, shields and armour. Hi-res colour displays of combat, landing sequences, damage control, navigation systems and planetary information. Text communication with characters within the game and 270 star systems and 800 planets, with unique eco-systems to explore. Keyboard controls. Save game feature. Comes with manual, reference card, security decoder and colour star map.

Designed by Binary Systems

1 Player **Level 3**

IBM ***£43.00***

EPYX

ROGUE — fast moving dungeons game. Explore 26 levels of the Dungeons of Doom and retrieve the Amulet of Yendor. Animated colour graphics. Mouse/menu driven commands. Dungeons, monsters, treasures and traps are ever-changing, so no game is the same. Save game feature.

Designed by Michael Toy and Glenn Wichman

1 Player **Level 1**

ST ***£24.95***

TEMPLE OF APSHAI TRILOGY — three role-playing adventures in one: 'The Temple of Apshai'; 'Upper Reaches of Apshai'; 'The Curse of Ra'. Each game can be played in sequence or in whichever order you choose. Each has four levels and many rooms and corridors to explore. Battle against many strange and dangerous monsters, discover weapons, magic items and treasures to aid you in your quest. Animated colour graphics. Mouse or keyboard commands. Save game feature. Comes with extensive manual.

1 Player **Level 2**

ST ***£24.95***

FIREBIRD

ELITE — sci-fi action/trading game. Command a Cobra MKIII trading and combat craft. Ship features include lasers, missiles, navigation systems, cargo bay, hyperspace and docking systems. Explore the galaxy fending off attacking pirates and marauders. Land on planets and meet and trade with many cultures. 3D animated hi-res graphics, keyboard and/or joystick controls. Save game feature. Comes with Flight Manual and novella.

Designed by Ian Bell and David Braben

1 Player **Level 1/2**

Apple ***£19.95***

FTL GAMES INC.

SUNDOG: THE FROZEN LEGACY — 'real-time' science fiction role-playing game. You have just inherited a battered one man star freighter. In addition you have also inherited a contract, which you must fulfil, to construct a religious colony. You must find its location, buy and deliver the construction materials and also locate and deliver the colonists to the site. Trading is essential, as well as keeping your freighter in good working order. Travel among 12 star systems, 18 inhabited planets and 50 different cities. Star freighter equipment includes lasers, shields, engines, navigational equipment and ground vehicle. 3D animated graphics of ship, combat, space flight and cities. Mouse and menu commands. Save game feature.

Designed by Bruce Webster

1 Player **Level 2**

ST ***£35.00***

GAME DESIGNERS WORKSHOP

CHICKAMAUGA — in September of 1863, the Confederate Army of Tennessee struck the Union Army of the Cumberland in the north Georgia mountains near Chickamauga. The Confederates had been reinforced with two divisions from Lee's army under the command of General Longstreet. This game simulates both days of the battle. Includes strategic and tactical map screens. The map is 28 x 32 with each hex equal to 400 yards across. The game lasts 13 turns, with 11 day turns equal two hours each, and two night turns representing six hours each. Units are brigade level. The turn consists of separate order phases, simultaneous execution, and a review of the turn by the computer, displaying what took place. Units are infantry, cavalry, mounted infantry and H.Q.'s. Each unit is rated for strength, casualties, artillery, morale, fatigue and line of communications with H.Q.'s. Units can be in a variety of modes: march, cautious, attack, fire near, fire far, rest, wait and fortify. Options include three computer skill levels, playing with or without limited visibility, fatigue, morale and H.Q.'s. Solitaire for either side. Game save feature. Orders can be entered from either the keyboard or with a joystick.

Designed by Steven Hokanson, B.K. Dehmelt and Shereen Hokanson.

1-2 Players **Level 2**

Atari ***£31.00***

ROMMEL: BATTLES FOR TOBRUK — four games in one. In 1941 and 1942, the German Afrika Korps fought four seperate battles with the British 8th Army for possession of the strategic North African port of Tobruk: Brevity, Battleaxe, Crusader and Gazala. All four games offer full scope for the sweeping manoeuvres and hard-fought tank battles that characterised the desert war. Easy order input and resolution are similar to 'Chickamauga'. Game save feature.

1-2 Players **Level 2**

Atari ***£43.00***

GAMESTAR

GBA CHAMPIONSHIP BASKETBALL: TWO ON TWO — play practice games, go 'one-on-one' with a friend or play in the league. Colour animated graphics of the players and court. Two players per side, the computer plays the other member of your team. Includes a variety of shots and passes. Joystick control.

Designed by Troy Lyndon Scott Orr, John Cutter and Mark Madland

1-2 Players **Level 1**

Amiga, ST ***£24.95***

GARDE

BLUE POWDER, GREY SMOKE — lead a company or command an army in one of the three great battles of the American Civil War. Utilises the game system from 'Under Fire', with 'real-time' menu commands, 'zoom-in' views of the battlefield and 3D colour graphics. Unit types include infantry, sharpshooter, cavalry and artillery. Weapons include muskets, carbines, Napoleon cannon, howitzers and Parrots. 11 terrain types including woods, hills, buildings and roads. Detailed command system with 14 movement, 17 deployment and 14 fire order options. Rules cover morale, fatigue, supply, weather, LOS and day/night turns. Nine scenarios are included and come from the battles of Antietam, Gettysburg and Chickamauga. Computer can play either side in solitaire. Save game feature. Keyboard or joystick control. Comes with 40 page manual.

Designed by Ralph Bosson

1-2 players **Level 3**

Apple 64K, C-64 ..... ***£43.00***

INFOCOM

A MIND FOREVER VOYAGING — complex sci-fi text adventure in which the world stands on the brink of social and economic collapse. You are PRISM, the first sentient computer and you must use your unique abilities to enter a simulation of the future and save the world from chaos. Includes instrucion manual, colour map, 'Dakota Online Magazine', decoder and a 21st century plastic pen.

1 Player **Level 3**

Apple 128K, C-128, IBM, Amiga, ST ***£34.99***

BALLYHOO — detective/thriller text adventue set in a circus. The circus owner's daughter has been kidnapped, who is the culprit? Is it an inside job?

1 Player **Level 1**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

CUTTHROATS — you are a professional diver working on a small island. Your expertise on local shipwrecks has lead a group of disreputable characters to hire you for an important job. They want you to locate and salvage a shipwreck with millions in sunken treasure aboard. Your only problem will be to survive the dangers of diving in unknown waters and the even greater danger of an untrustworthy crew. Game save feature.

Designed by Michael Berlyn and Jerry Wolper.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

DEADLINE — in this game you are a homicide detective with a twelve hour deadline for solving a murder. You must question the characters, gather evidence, trail suspects, look for clues and anything else that you think will help to solve the crime. Includes dossier on the crime with the coroner's report, lab report, inspectors casebook, pills found near the body and more. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

ENCHANTER — first in a new series of fantasy adventure games in the tradition of the Zork series. An evil wizard has subjugated the land and only an inexperienced enchanter can challenge his rule. Includes a guide to the many situations that you may encounter. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

HITCHIKERS GUIDE TO THE GALAXY — don't Panic! Humorous science-fiction adventure based on the B.B.C. T.V. and radio series. You are Arthur Dent, you'll chortle as your home is bulldozed. You'll bellow when your planet is demolished. You'll yelp with laughter while your life is being threatened by the Ravenous Bugblatter Beast of Traal. And your sides will positively split as you search the length and breadth of the Universe for a decent cup of tea, or whatever it is you're supposed to be looking for. Includes all the characters of the series and comes with the Hitchikers Guide to help you out. Don't forget your towel! Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

INFIDEL — while searching for a great lost pyramid in the Egyptian Desert, you have been abandoned by your companions. You must find and explore the pyramid, which is full of hidden treasures and dangers. Includes a journal of your experiences to this point, your correspondence, hotel stationery, a map of the excavation site and a magazine style guide to the game.
The pyramid has many traps placed by the original builders to foil attempts to plunder the tomb. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

LEATHER GODDESSES OF PHOBOS — spoof sci-fi text adventure. How did you end up on a Martian moon? Can you prevent the hideous space creature from abducting the naked heiress? And can you stop the Leather Goddesses' fiendish plan to turn all Earthlings into sex slaves? Three levels of taste: Tame, Suggestive or Lewd. Save game feature. Includes genuine 3D glasses, map and a 'scratch 'n' sniff' card.

Designed by Steve Meretzky

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

MOONMIST — text-only ghost adventure. Solve the mystery of the 'White Lady' haunting Tresyllian Castle. Is it one of the eccentric characters you will meet or is it the drowned lover of Lord Jack, come to haunt her successor? Solution to the mystery changes in each of the four variations of the game. Save game feature. Includes 'Legendary Ghosts of Cornwall', iron-on 'Moonmist' logo, letters from your friend Tamara and a guide to Tresyllian Castle

Designed by Stu Galley and Jim Lawrence

1 Player **Level 1**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

PLANETFALL — humorous science fiction adventure. You start as an Ensign 7th class in the Stellar Patrol, equipped with a mop and bucket. But luckily, your ship explodes, throwing you onto a deserted world. There you must survive and cope with the help of a troublesome robot named Floyd, who can help you through the adventure. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

SEASTALKER — beginner level adventure for ages 9 and up. You must save the world's first undersea research station from a terrible monster. You must figure out how to work your deep-diving submarine and watch out for traitorous crew members. Contains much more information and game hints than is usual for an Infocom game. Game save feature.

1 Player **Level 1**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

SORCERER — second in the Enchanter series. The great Belboz has disappeared, leaving only his diary behind. You must attain great skills as a sorcerer to find Belboz and save the kingdom. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

SPELLBREAKER — concluding episode in the 'Enchanter' fantasy text adventure series. After completing the previous episodes, 'Enchanter' and 'Sorcerer', you have now become the leader of the Circle of Enchanters. The magic upon which your civilisation and your world depends, has mysteriously begun to fail. You must uncover and destroy the cause, before the magic disappears completely and completes your downfall!

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

STARCROSS — the year is 2186, and you are headed for a rendezvous with an enormous starship from another civilization. You must explore the ship, meet the beings on board and face the great challenge that the ship contains. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

SUSPECT — you are a reporter who gets the scoop on the society event of the year — the murder of a aristocrat at a smart costume ball. And you could not have a closer inside source for your story. Because you are the prime suspect! You know you are not guilty, so now you must prove it, or face the consequences. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

SUSPENDED — you have been suspended in a cryogenic sleep for 500 years with only your brain functioning at a very low level, in order to monitor the planet's condition. An extreme emergency has caused the computer to awaken you before the end of your 500 years. You control six robots, each with different abilities. They are your only link with what is happening in the game. One has sight, one hearing, one can access the computer memory banks. The game can be customised and contains two levels of play. You can try different strategies to improve your score. Game save feature.

1 Player **Level 3**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

TRINITY — text-only sci-fi fantasy adventure. On the last day of your London vacation, WW3 starts. Only seconds remain before an H-bomb vaporises the city and you with it; unless you can escape to another time, another dimension. Explore the plane between fantasy and reality and learn how to control the power of the universe. Save game feature. Comes with 'The Illustrated Story of the Atom Bomb', map of the Trinity site and sundial.

1 Player **Level 2**

Apple 128K, C-128, IBM, Amiga, ST ***£34.99***

WISHBRINGER — introductory level fantasy text adventure. You are a postal clerk in a quiet village called Festeron, which is threatened by a titanic struggle between Good and Evil. You must find the magic stone known as the Wishbringer and prevent your village from being destroyed by the imminent battle. Comes with full documentation on the game, a postal map of the area and "magic" stone.

1 Player **Level 1**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

WITNESS — detective mystery. The date is February 1, 1938. A wealthy socialite is dead and you must find her blackmailer. Soon you will have a murder to solve as well. You have 12 hours to solve the crime. Includes an issue of that day's local newspaper, with possible clues in many of the stories, the suicide note, a telegram from the victim's husband asking you for protection and a copy of the National Detective gazette. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

ZORK I — the first game in the Zork trilogy. You begin the game near a house. You must find the way into the Underground Empire and escape with the Twenty Treasures of Zork. The Zork games are classics of adventure gaming. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

ZORK II — second in the Zork trilogy. You will meet the Wizard of Frobozz and you must contend with his attempts to stop your quest. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

ZORK III — in the final Zork adventure you meet the Dungeon Master. You must use all the skills acquired in your previous journeys to overcome his powers. Game save feature.

1 Player **Level 2**

Atari, C-64 ..... ***£24.99***
Apple, IBM, Amiga, ST ***£29.99***

INVISICLUES — stuck on your favourite Infocom game? Clues and hints to help you past a particularly difficult or frustrating part of the game, allowing you to finish or continue many of Infocom's text adventures. Invisible answers to questions, only revealed with the latent image marker pen supplied, allows gentle hints or complete answers depending on how stuck you are! Comes with illustrated and easy to read book, pen and maps to help you continue on your way. (Exceptions: 'Suspended' and 'Seastalker' have maps already included in the game)

Please state game required ..... ***each £6.99***

INTERSTEL

STAR FLEET I: THE WAR BEGINS — first in a series of advanced space strategy games. Training starts in the Academy as a rookie cadet and as you complete the challenging missions assigned to you, you will gain promotions and decorations in your goal to become Admiral of the Fleet. Choice of 36 starships, with each having 13 onboard systems to control. Includes shields, phasers, torpedoes, mines, on-board computers, probes, tractor beams and space marines. Battle against Krellan destroyers and 'invisible' Zaldron cruisers. More than 20 menu-driven commands available, comes with Officers Manual and Quick Reference card. Joystick control (mouse with ST). Save game feature.

Designed by Dr. Trevor Sorenson

1 Player **Level 2**

Apple 64K, Atari, C-64, IBM, ST ***£43.00***

KRENTEK SOFTWARE

NAPOLEON AT WATERLOO — the Battle of Waterloo recreated on a divisional scale. A scrolling map with real-time simultaneous movement and combat are featured. Morale is a key element to this game. Units are rated for strength, morale and effectiveness. You command the French against the Anglo-Allied and Prussian armies. Units are infantry, light & heavy cavalry and artillery. Emphasis is placed on using correct Napoleonic era tactics. Units can become disorganised or routed. Entire armies can become demoralised. No game save feature. Playing time approx. 30 minutes.

Designed by Steve Krenek

1 Player **Level 1**

Atari ***£31.00***

ROME AND THE BARBARIANS — covers the barbarian invasions of the Western Roman Empire in the 5th century A.D. The scrolling map, real-time movement and combat features make this game very fast-paced. Includes 9 barbarian tribes, loyal and rebel Roman troops and local uprisings. Some barbarian tribes can be bought off or hired as mercenaries. Includes economics. Cities are rated for taxes and troops must be paid or they revolt. Map covers from Denmark to Tunisia, Yugoslavia to Portugal. Game save feature. Requires joystick.

Designed by Steve Krenek

1 Player — **Level 2**

Atari ***£31.00***

MAGISTER SOFTWARE LTD

ARTSCRIBE — powerful but easy to learn art and design program. Includes high, medium or low resolution options, full range of colours including 36 pre-defined mono fills and 36 user-defined colour fills. Other features include 16 user-defined brush and pen shapes, airbrushes, seven levels of magnification and vertical and horizontal flip. Holds up to five pictures in memory at one time and has full edit facilities including cut and paste between pictures. Save and printout options. Also loads 'Neochrome' and 'Degas' files. Mouse and menu commands.

Designed by Magister Software Limited

ST ***£24.95***

MICRO LEAGUE SPORTS ASSN.

MICRO LEAGUE BASEBALL — stats-based baseball simulation. Choose and manage teams from 25 Major League teams: League champions, World Series winners and All-Star teams. Select the line-up and then choose from 7 batting and 8 fielding options. 3D graphics of the play, accompanied by text describing the action. Includes full team rosters and statistics of actual players, warm-up of pitchers in the bull-pen, designated hitter option and full range of options for changing team positions both before and during the game. Keyboard control. Computer can control opposing team or both. Comes with Managers Rulebook, Team Rosters and Highlights and play cards. Requires good knowledge of baseball.

Designed by Micro League Sports Assn.

1-2 Players — **Level 3**

Apple 64K, Atari, C-64, IBM ***£35.00***

MICRO LEAGUE BASEBALL: GENERAL MANAGERS/OWNERS DISC — trade and draft major league players. Make up your own teams from any era. You are the manager who builds the teams, brings up rookie players or create your own team. Any roster from the Game or Teams Discs can be accessed and allows changes to save for play later. Requires 'Micro League Baseball'.

Apple 64K, Atari, C-64 ..... ***£35.00***

MICRO LEAGUE BASEBALL: TEAMS DISCS — full team rosters and statistics of actual NL and AL teams from the 1984/1985 and 1986 seasons. Other Team Discs are available upon request. Requires 'Micro League Baseball'.

Apple 64K, Atari, C-64 ..... ***each £18.00***

MICROPROSE U.K.

CONFLICT IN VIETNAM — set in Vietnam 1954-1972, this is the third in the 'Command Series' of 'real-time' simulations. Ground scale is 1 mile/hex. Battalion and squadron level units, with ad hoc formations included. Units include Air Cav, armour, infantry, NVA, artillery and air support units. Each unit is rated for strength, equipment, supply, experience and effectiveness. Six different unit formations can be selected. Four different order options and cursor controlled objective system. Hi-res scrolling maps with terrain features including villages, paddy fields, jungle and swamps. Five scenarios included. Tutorial option and game variants are available on each scenario. Joystick control. Comes with extensive manual. Save game feature.

Designed by Sid Meier and Ed Bever

1-2 Players — **Level 3**

Atari, C-64 ..... ***£19.95***
Apple 64K, IBM ***£24.95***

CRUSADE IN EUROPE — first of the 'Command Series' simulations. "Accelerated real-time" game of the campaign in Northwestern Europe from D-Day to the Battle of the Bulge. Joystick or key commands enables orders to be given at any time as units are moving and attacking at all times. All units and their commanders are historically rated for leadership, intelligence, experience, strength, offensive and/or defensive capabilities. Paradrops, air power, special weapons etc are included. Comes with manual, colour map and quick reference tables. Colour animated graphics, sound and ten-screen scrolling map. Five scenarios cover Normandy, the pursuit to the German frontier, Arnhem, the Battle of the Bulge and the campaign as a whole. Each scenario includes variants for game length and deployments. Solitaire option included with the computer controlling either side. Game save feature.

Designed by Sid Meier

1-2 Players — **Level 2**

Atari, C-64 ..... ***£19.95***
Apple 64K, IBM ***£24.95***

DECISION IN THE DESERT — set in North Africa 1940-1942, this is the second in the 'Command Series' of 'real-time' simulations. Units are at brigade and divisional level, ground scale is three miles/square. Includes infantry, armour and supporting units from Italy, Germany and Great Britain. Rules include air support, mines, supply, weather and reinforcements. Colour scrolling map displays terrain features such as desert, hills, roads, towns and coastal areas with harbours. Joystick (optional on IBM) command controls for movement, set objectives etc. Five scenarios with many game variables included. Comes with extensive manual. Save game feature.

Designed by Sid Meier and Ed Bever

1-2 Players — **Level 2/3**

Atari, C-64 ..... ***£19.95***
Apple 64K, IBM ***£24.95***

F-15 STRIKE EAGLE — a 3-D air combat simulation featuring the most advanced USAF fighter plane. Includes Heads Up Display, radar, ground tracking target display maps, surface to air missile launch indicators and more. Your plane is armed with bombs, air-to-air missiles and 20mm multi-barrel cannon. You also have ECM defenses, afterburners, flares and full aerobatic capabilities. Your enemies have fighter aircraft, air to air and surface to air missiles. Seven scenarios, four skill levels, with missions for the Middle East and Southeast Asia. The screen displays 3-D graphics, radar, ground target map, weapons display and more. Requires joystick. No game save feature.

Designed by Sid Meir & Bill Stealey

1 Player — **Level 2**

Atari, C-64 ..... ***£14.95***
Apple 64K, IBM ***£21.95***

GUNSHIP — combat helicopter simulation. You fly a AH-64 Apache, armed with 30mm cannon, Hellfire AGM's, FFAR AGM's and Sidewinder AAM's. Instruments inlcude helmet gunsight (TADS), airspeed indicator, altimeter, fuel gauge, compass, radar and infra-red indicator. Mission map displays terrain and ground units and installations. Five mission areas; Training in the USA, South-east Asia, Central America, Middle East and Europe. Colour 3D animated graphics, joystick and keyboard controls. Comes with keyboard overlay and 83 page manual of instructions and background information.

Designed by Arnold Hendrick and Andy Hollis

1 Player — **Level 2/3**

C-64 ..... ***£19.95***

HELLCAT ACE — 3-D game of WW2 Pacific theatre air combat. Your screen shows an out-of-the-cockpit view of the action. You must pilot your plane against a variety of Japanese aircraft. Includes several types of American aircraft to fly in different scenarios. You can fly loops and many other realistic aircraft manoeuvres. You control speed, direction, altitude and weapons. You see the horizon and the sun in the sky, enemy planes flying around you and more. Requires joystick. No game save feature.

Designed by S. Meyer, R. Verovsky and D. Gray

1 Player — **Level 1**

Atari, C-64 ..... ***£14.95***
IBM ***£17.95***

SILENT SERVICE — submarine actions in the Pacific during WW2. Command a U.S. Fleet submarine on combat patrol. Your mission: find and sink the maximum tonnage of enemy shipping. 3D colour graphics of the conning tower and targets, allow you to plot your course and speed, dive to avoid enemy destroyers and use your bow or stern tubes to sink the convoys. Or run in at night on the surface and finish off any stragglers with your deck gun. Scenarios include gunnery and torpedo ranges, six convoy action scenarios and five patrol scenarios. Four skill levels and seven 'reality' levels to increase difficulty including limited visibility, convoy zig-zags, dud torpedoes, expert destroyers etc. Joystick (Apple, optional IBM), mouse (ST) and keyboard controls. Includes instruction manual with tactical hints.

Designed by Sid Meier

1 Player — **Level 2**

Atari, C-64 ..... ***£14.95***
Apple 64K, IBM, ST ***£24.95***

SPITFIRE ACE — same as HELLCAT ACE, except it covers the European air war in WW2. You fly Allied planes against German planes.

Designed by S. Meyer, R. Verovsky and D. Gray

1 Player **Level 1**

Atari, C-64 ..... ***£14.95***
IBM ***£17.95***

MINDSCAPE INC.

BALANCE OF POWER — complex and highly detailed game of geopolitics in the nuclear age. Take the role of the President of the United States or the Premier of the Soviet Union and expand your nation's prestige in the world. Huge statistical database of information on the countries of the world, ranging from newspaper/media reports to detailed analysis of such things as consumer goods per capita head etc. Expand your influence by economic or military aid, undermine your opponent by supporting insurrection or by challenging their moves into your areas of interest. However, if you push too hard nuclear war ensues and then there are no winners! Covers the period from 1986-1994. Four levels of play: introductory to nightmare. Hi-res colour map of the world, mouse/menu controlled (Amiga, ST), keyboard (IBM). Save game feature. Comes with extensive 87 page manual.

Designed by Chris Crawford

1-2 Players **Level 3**

IBM Amiga, ST ***£29.95***

THE AMERICAN CHALLENGE — sailboat racing simulation. Compete against the clock on seven courses to qualify for the Cup race against the Aussies. 3D hi-res colour display of the yachts and courses. Full sail, rudder and centreboard controls. Control panel displays wind direction, compass, speed and race time. Includes practice course for beginners or motorboat for sight-seeing trips. Keyboard control. Comes with 51 page manual and record with tutorial course and America's Cup song.

Designed by Chris A. Lutes jnr and Thomas F F Snyder

1 Player **Level 1/2**

Apple 64K, IBM ***£35.00***

MIRRORSOFT

ART DIRECTOR — creative arts package. Full range of colours, brushes, pencils and airbrushes. Also includes tools for smear, fill, shade and roundoff. Nine font sizes, picture rotation, bulge and perspective brushes, and many more other features. Save and printout options. Can also be used to produce pictures for animation with the companion package 'Film Director'. Comes with extensive manual and 'Artshow' program.

Designed by Caesar Studio

ST ***£49.95***

STRIKE FORCE HARRIER — 3D animated combat simulator. Fly the Harrier in its ground attack and air combat modes. Full range of instruments. Weapons include AAM's, cannon and laser-guided bombs. Includes three vector thrust positions allowing VTOL and 'VIFFing' during combat, landing sites for refuelling, IR flares and Head Up Display. Joystick, mouse and keyboard controls.

1 player **Level 2**

ST ***£24.95***

NEW WORLD COMPUTING INC.

MIGHT AND MAGIC: BOOK ONE — THE SECRET OF THE INNER SANCTUM — travel the Land of Varn in search of adventure in this fantasy role-playing simulation. Hi-res colour 3D perspective view of towns, dungeons and outdoor terrain. Up to six characters in each party, with six different classes and five different races to choose from. Includes seven armour types, 22 different weapons, a large variety of adventuring items (rope, torches etc.) 94 spells, over 250 magic items and over 200 monsters of various descriptions and personalities. Detailed combat system, numerous caverns and dungeons with traps and treasures. Interactive game system means that no two quests are alike. Keyboard control. Comes with illustrated manual and colour fold-out map.

Designed by Jon and Michaela Van Canegham

1 Player **Level 3**

Apple 64K ***£45.00***

OMNITREND

UNIVERSE II — sci-fi role-playing game on a huge scale! The Home Cluster star system is in a period of uncertainty, with the Federated Worlds and the United Democratic Planets, on the verge of outright war. You are a 'retired' FW Special Forces agent, who maybe called upon to use your cover as a trader to complete various undercover missions. However, in between missions you must earn a living as a trader, miner or pirate. Your ship's crew must be trained, fed and paid their wages. Equip and maintain your ship with the best equipment you can afford. Includes 47 planets, intelligent enemy ships, 98 ship components and hundreds of products to buy and sell. Each crew member is rated for age, rank, health and speciality. Minimal graphics, menu-driven ship commands and text commands at Starports. Save game feature. Comes with extensive manual.

Designed by William G M Leslie III

1 Player **Level 3**

IBM, ST ***£63.00***

ORIGINS SYSTEMS INC

AUTODUEL — futuristic, strategy role-playing game. You begin with 2000 dollars in cash and must learn how to earn enough to design and build your own car, which must be able to survive the battles of the road and the arena. Win fame and fortune as an autoduellist in the arena, as a courier or as a vigilante clearing the highways of road outlaws and motor cycle gangs. Features a comprehensive range of vehicle components including body types, suspensions, power plants, and weapon types including lasers, rockets, mines etc. Hi-res colour graphics show towns, arena and open road, with terrain features and the instrument panel. Full driving controls and weapons selector and animated combat. Joystick control. Save game feature. Comes complete with Driver's Manual, AADA map of the east coast of America, reference and tool kit.

Designed by Lord British and Chuckles

1 Player **Level 2**

Apple 64K ..... ***Please phone for prices***

MOEBIUS — in this 'real-time' fantasy role-playing game, you are a disciple of Moebius the Windwalker and you must recover the stolen Orb of Celestial Harmony, before it disrupts the fabric of the universe. Travel through the four elemental planes in your quest for the Orb, liberating villages and shrines from the tyranny of Kaimen, the evil Warlord of the East. Discover the magical charms and weapons to protect and aid you. Wise players can converse with villagers and monks to gain help or clues to help you in our quest. Features unique combat system, with 3D animated graphics, using either sword or open-hand karate techniques. Also includes magic combat with renegade monks training arena and 'map as you go' feature. Comes complete with manual, reference card, headband and poster. Keyboard control. Save game feature.

Designed by Greg Malone

1 Player **Level 2**

Apple 64K ..... ***Please phone for prices***

ULTIMA III — the classic role-playing adventure game now on the Amiga and ST. Having destroyed the evil Mondain and his evil apprentice Minax in previous quests, it appears that evil has been vanquished from the world of Sosaria. Or has it? Quest now to discover the cause for the fearful rumours that evil is now abroad again. With a party of up to four characters travel the world of Sosaria and beyond. Animated colour graphics of surrounding countryside, towns and castles. Many weapons, armour and other treasures can be found to aid or confound you. Talk to the locals and try to gain some helpful clues. Battle many monsters as you strive to discover your goal. Keyboard, mouse/menu commands. Save game feature. Comes complete with 'Book of Play', two Spell books, reference card and cloth map.

Designed by Lord British

1 Player **Level 3**

Amiga, ST ..... ***Please phone for prices***

PSION LIMITED

PSION CHESS — 3D animated chess game. 28 levels of play from novice to champion. Features include 2D option, 'Help' option, take back and analysis, change sides mid play and 50 classic master games. Menu/mouse commands. Six languages: English, French, German, Italian, Spanish and Swedish. Save game feature. Printout option.

Designed by Richard Lang

1-2 Players **Level 1/3**

ST ***£24.95***

SIERRA ON-LINE

KINGS QUEST II — 3D animated graphics/text adventure game. You are King Graham who vows to rescue the beautiful Valanaise, imprisoned in

a quartz tower by the jealous witch Hagatha. Explore underground caverns, eerie towers, ocean wonderlands and battle dangerous beings, both mythical and magical. Animated characters walk, run and even swim. Mouse, keyboard or joystick control of King Graham in movement. Converse with characters in the game using the text window. Many of the puzzles and characters are based upon folklore and legend, with more than one solution to each problem, giving both the introductory and more advanced player many hours of enjoyment. Comes with instructions and background story. Save game feature.

Designed by Roberta Williams

1 Player **Level 1/2**

IBM, ST Apple 128K, Amiga ***£29.99***

KINGS QUEST III: TO HEIR IS HUMAN — 3D animated adventure game. Become Gwydion, young slave to the evil wizard Manannan of Llwedor. Discover and learn the wizard's spells to free yourself. Then embark upon a quest to free Llewdor from Manannan's evil domination. Mouse/keyboard/joystick commands, self-mapping system, and text adventure-style conversation with characters within the game. Each solution to a problem has several answers, allowing many varied results to each game. Save game feature. Comes with story and instruction booklet and reference card.

Designed by Roberta Williams

1 Player **Level 2**

Apple 128K, IBM, Amiga, ST ***£29.99***

THE BLACK CAULDRON — animated graphics adventure based upon the Walt Disney cartoon film. Become Taran on his quest to find and destroy the Black Cauldron and save the world of Prydian from the evil of the Horned King. Meet many of the characters from the film including Dallben, Princess Eilonwy, Curgi and the visionary pig Hen Wen. Over 30 different items to obtain and use, six built-in arcade sequences and over seventy three-dimensional screens. Movement and interaction with the game can be controlled by mouse, joystick or keyboard. Each problem has several solutions, allowing challenging play for both the introductory and advanced gamer. Save game feature. Comes with instructions and background story.

Designed by Al Lowe, Roberta Williams and Walt Disney Personal Computer Software

1 Player **Level 1/2**

IBM, ST Apple 128K ***£29.99***

SPACE QUEST: CHAPTER ONE — THE SARIEN ENCOUNTER — in the far reaches of space the planet Earnon is in peril, for its sun is slowly dying. Scientists aboard the space lab 'Arcadia', have discovered a way to make new suns with their Star Generator. However, returning home with the good news, they are followed by Sariens, who have other ideas for the Star Generator! Only you stand in the way of the Sariens ambition to rule the universe. Animated 3D colour graphics, sound, mouse/keyboard/joystick commands and text adventure-style conversation with characters within the game. Several solutions to problems allowing varied results to each game. Save game feature. Instruction booklet and reference card are included.

Designed by Mark Crowe and Scott Murphy

1 Player **Level 2**

Amiga, ST ***£29.99***

SIMULATIONS CANADA

FALL GELB — the Fall of France, 1940. The Germans conquered France in six weeks using the new blitzkrieg tactics. The board assisted game covers the campaign on a corps scale. Includes two maps and 200 unit counters. Each turn is two days. Units have two types of movements, three types of attack, two ways to defend, naval evacuation, paradrops, air support, superiority and recon. Limited intelligence, hidden movement and unit reorganisation. In solitaire the computer can play either side. No graphics. Screen shows reports, displays, etc. Long or short game. You can increase the Allied or decrease the German strength. Game save feature.

Designed by L Howie

1-2 Players **Level 2**

Apple, C-64 ..... ***£35.00***

FIFTH ESKADRA — modern naval combat in the Mediterranean. Each player controls task forces and individual submarines. Five levels of conflict ranging from rising tensions to global nuclear war. Two maps and 200 counters. Each task force has five possible missions: show the flag, sea control (anti-surface), sea control (anti-sub), project power ashore (amphib. landings & shore bombardments), shadow enemy task force. Includes air and missile strikes, sub attacks, air searches, limited intelligence, hidden movement. In solitaire the computer will play either side. Game save feature. No graphics. Screen shows reports, displays, etc.

Designed by W Nichols

1-2 Players **Level 2**

Apple, C-64 ..... ***£35.00***

GOLAN FRONT — the 1973 Arab/Israeli war in the North. In October, 1973 the Syrians attacked the Golan Heights held by light and scattered Israeli forces. The Israeli line stretched and buckled, but did not break. Reserves were thrown in piecemeal to hold the line and eventually the Israelis counter-attacked to destroy the Syrian offensive and threaten Damascus. This board-assist game comes with two situation maps and two complete sets of markers for all the units which took part in the campaign. The computer handles all intelligence, movement and combat resolutions, while you concentrate on your strategy to defeat your opponent. Solitaire option with the computer playing either side. No graphics. Game save feature.

1-2 Players **Level 2**

Apple, C-64 ..... ***£35.00***

GREY SEAS, GREY SKIES — modern Naval combat on a ship-to-ship level. Includes submarine, surface ships, aircraft and all their weapons systems. Ships from all the world's naval powers are included. Up to ten ships can be in play at once. Options include sonar, radar, limited intelligence, hidden movement. Search/detection and fire control are highlighted. Includes two maps and unit counters. Solitaire option. Features several scenarios or you may design your own with any of the ships included. No graphics. Screen shows reports, display, etc. Game save feature.

Designed by W Nichols

1-2 Players **Level 2**

Apple, C-64 ..... ***£35.00***

KURSK CAMPAIGN — board-assist simulation of 'Operation Zitadelle' during the summer of 1943. Following the disaster at Stalingrad, Manstein had prevented the total collapse of the Ukrainian Front. His next attack was to be upon the 'Kursk Salient' and thus ensued the largest tank battle of WW2. You command Axis corps or Soviet armies from Hitler and Stalin down to Army Group commanders. The computer handles tactical operations and movement. Text display of Army groups, intelligence reports, combat results and weather. Rules include supply, H.Q.'s, morale and fatigue. The maps cover the whole of the Kursk Salient, with all major towns, cities, terrain and roads. Comes with two colour maps and over 200 die-cut counters. Save game feature.

Designed by S St John

1-2 Players **Level 3**

Apple, IBM ***£35.00***

SEVENTH FLEET — simulation of modern naval combat in the Pacific. China has invaded Vietnam and are fast approaching Hanoi. Russia mobilises her Pacific Fleet in support of Vietnam, thus bringing the Superpowers into the conflict. You are the operational commander in the area and must decide how long to remain out of the conflict and when combat occurs to maintain it at conventional level as long as possible. Forces under your command include carrier task forces, submarines and air groups. Command decision include forming task forces, planning air and missile strikes, ASW attacks and shore bombardments. Rules include weather, electronic warfare and political changes. Text-only display, with intelligence reports, combat results and ship sightings. Save game feature. Comes with rules, two colour maps and die-cut counters.

Designed by W J Nichols

1-2 Players **Level 3**

Apple, C-64 ..... ***£35.00***

SEIG IN AFRIKA — covers the entire North African campaign, from the first Italian attacks into Egypt, to the finale in Tunisia. The players are overall theatre commanders for North Africa. Includes two maps and two sets of markers. The computer provides intelligence and operations reports. Each player must use his armour, infantry and air forces to achieve victory. Solitaire option with computer controlling either side. No graphics. Save game feature.

Designed by J Kula

1-2 Players **Level 2**

Apple, C-64 ..... ***£35.00***

STALINGRAD CAMPAIGN — board-assist simulation of the turning point in Russia, June, 1942 — February, 1943. Having failed to defeat Russia during the campaigns of 1941, Hitler chose to attack Russia's economic heartland in the South. Players take the part of each side's Chief of General Staff and are accountable to their computer-controlled Supreme Commander for overall strategic objectives. Units are Axis corps and Soviet armies. The maps cover the area North/South: Kursk to the Sea of Azov and West/East: Kharkov to Stalingrad and show the locations of major towns, cities, rivers, roads and rail lines. Rules include geographic objectives, supply, operational orders and air group management. Text-only display of combat results, intelligence reports etc. Comes with rules, two colour maps and die-cut counters. Save game feature.

Designed by W Nichols

1-2 Players **Level 3**

Apple, C-64 ..... ***£35.00***

SIR-TECH

WIZARDRY-PROVING GROUNDS — a role-playing, dungeons and dragons type adventure game with some 3-D graphics. You command up to six characters in the game. They may be one of five races or eight professions. Each character is rated for strength, IQ, piety, vitality, agility and luck. As characters gain experience they will become more effective at performing their tasks. The game locations are a castle, inn, tavern, trading post, temple, trading grounds and the 3-D ten level maze. Each character has special abilities and certain situations can be overcome only with these characters. Game save feature.

Designed by A Greenberg & R Woodhead

1 Player — **Level 3**

Apple, IBM ***£43.00***

WIZARDRY-KNIGHTS OF DIAMONDS *— second in the Wizardry series. Requires characters developed in the Proving Grounds game. Includes 6 level 3-D maze with improved graphics. Game save feature.*

Designed by A Greenberg & R Woodhead

1 Player — *Level 3*

Apple ***£31.00***

WIZARDRY-LEGACY OF LLYLGAMYN — third in the Wizardry series. Also requires characters developed in the Proving Grounds game. Includes a new 6 level 3-D maze with new full screen graphics. Game save feature.

Designed by the playtesters for the original Wizardry game

1 Player — **Level 3**

Apple ***£35.00***

WIZIPRINT — wiziprint; a most helpful utility program that prints the attributes, possessions and known spells of the Wizardry characters that you develop. Wiziprint statistics can also help you assemble a strong, well-balanced band of adventurers from among the 20 possible characters on your Wizardry roster.

Apple ***£22.00***

SOFTWARE COUNTRY

CHESSMASTER 2000 — computer chess for both the novice or expert. Hi-res colour 3D or 2D display of the board and pieces. Play your own games, solve problems or replay famous games from the 'Classic Games Library'. Twelve different levels of play from 'Newcomer' to 'Grandmaster', with teach and hint modes available. Play against the computer, watch the computer play itself or select the two player option, with the computer as 'referee'. Other options include on-screen chess clock, board rotation, game replays and game printout. Keyboard input in all three chess notations. Joystick/mouse control (Amiga/ST). Save game feature.

Designed by Software Country

1-2 Players — **Level 1/3**

Apple, Atari, C-64, IBM, Amiga, ... ***£38.00***

STRATEGIC SIMULATIONS INC.

BALTIC 1985 — third game in the "When Superpowers Collide" series. Nato vs. Warsaw Pact. Nato attempts to relieve West Berlin, when a Soviet attack on West Germany is interrupted by a Polish uprising that draws off Soviet troops. Battalion level units, 4 hours/turn, 1 mile hexes, 28x39 hex grid map, infantry, armour, artillery, paratroops, air superiority; air strikes. In solitaire play the computer controls either side. Four levels of difficulty, hidden or exposed movement, reinforcements. Game save feature.

Designed by Roger Keating

1-2 Players — **Level 2**

Apple, C-64 ..... ***£24.99***

BATTLE OF ANTIETAM — 6.00 am September 17th, 1862. Robert E Lee and his 40,000 strong Army of Northern Virgina, have reached the outskirts of Sharpsburg. General George McClelland, with 87,000 Union troops, advances to trap the Confederates with their backs against the Potomac. 42 x 36 grid map with 200 yard/squares. Terrain includes four elevations, roads, woods, cornfields, streams and bridges. Each turn is one hour, with two half hourly phases. Every unit is accounted for and represents two to three regiments and includes infantry, cavalry and artillery. Each unit is rated for manpower, guns, effectiveness, morale and fatigue. Seventeen weapon types including muskets, carbines, Napoleons and howitzers. Rules include hidden units, leaders, line of sight, melee and routes. In solitaire the computer can play either side. Comes with rules, Order of Battle and colour grid map. Save game feature. Playing time 11 + hours.

Designed by David Landrey and Chuck Kroegel

1-2 Players — **Level 1/2/3**

Apple, Atari, C-64, IBM ***£29.99***

BATTLEGROUP — tactical armoured game set on the Western front during WW2. From the same stable as 'Kampfgruppe', but now with British, American and German units. Each unit represents a platoon of tanks and squads of infantry, the ground scale is 200 yds x 200 yds and each turn represents two minutes. British units include the Grant/Lee, Sherman, Crusader, Valentine, Churchill and Firefly tanks, Sexton SPG, Daimler Scout Car, Bren Carrier etc. American and German units include the Stuart, Chaffee, Hellcat, Panther, Jagdtiger and King Tiger. Each unit is rated for armour, speed and gun sizes. Includes artillery, command control, infantry weapons such as rifles, M.G.'S, bazookas, PIATS etc. Combat is resolved down to each individual vehicle and infantry unit. Comes with four scenarios: Kasserine, Salerno, Caen and Celles. Complete design your scenario options and save game feature. Keyboard control. Playing time 1-4 hours.

Designer Gary Grigsby

1-2 Players — **Level 3**

Apple, C-64 ..... ***£29.99***

BROADSIDES — naval action game using sailing ships from the 1700's to the 1800's. Uses real-time system. Displays both ship's positions, speed, wind-speed & direction, status of sails, hull, armament and crew. You can give orders to fire at the hull or sails, increase, decrease or maintain speed. Load solid shot, chain-shot or grape-shot, turn to port or starboard. Also includes detailed boarding action. Ships can easily be altered or new ships can be "built" to your exact specifications, including crew morale. Scenarios are included, but you can set up your own scenarios and save them to disk.

Designed by Wayne Garris

1-2 Players — **Level 1**

Apple, Atari, C-64 ..... ***£24.99***

CARRIER FORCE — highly detailed simulation of four major WW2 carrier battles in the Pacific. Midway, Coral Sea, Eastern Solomons and Santa Cruz. All major warships and planes are included. 1 hour/turn, air strikes, surface & submarine actions, hidden movement, limited intelligence, inaccurate ship sightings. Weather effects and night moves. Computer as Japanese in solitaire play. Four scenarios. Game save feature. Each scenario covers 2-3 days of action.

Designed by Gary Grigsby

1-2 Players — **Level 3**

Apple, Atari, C-64 ..... ***£29.99***

CARTELS AND CUTTHROATS business game that teaches basic economics. Each player starts with a small manufacturing company. You compete to see who can earn the most income for their company. Each turn represents three months. You must purchase raw materials, produce goods, set prices and allocate funds for research and development. You can buy larger factories and manage many other aspects of the business. Includes economic growth, inflation, interest rates, government intervention, strikes, easy-to-play version and advanced version. Quarterly reports can be printed out for classroom play.

Designed by Dan Bunten

1-6 Players — **Level 1**

Apple, C-64, IBM ***£35.00***

COLONIAL CONQUEST — simple strategy simulation of the Age of Imperialism during the late 1800's and early 1900's. Great Britain, France, Germany, Russia, the U.S. and Japan are controlled by the players to conquer as many minor nations as possible and become the mightiest nation on Earth. Money collected through taxation of conquered lands are used for espionage, subversion, fortification or buying of armies and fleets to extend your empires further. Joystick control and colour graphics. Solitaire option with the computer controlling the five other nations. Three scenarios. The 1800 and 1914 scenarios have the army/navy size of each major power set to historical levels. The standard scenario lets you set your own levels. Game save feature.

Designed by Dan Cermak

1-6 Players — **Level 1**

Apple 64K, Atari, C-64 ..... ***£24.99***

COMPUTER AMBUSH (2nd EDITION)— WW2 man-to-man combat in a half-ruined French village. You command a squad of up to ten soldiers. Each is rated for speed, strength, marksmanship, intelligence and endurance. Weapons include rifles, automatic weapons, grenades, bayonets etc. Movement and combat are highly detailed. Orders must be given to each man where to move, look, shoot etc. Comes with several scenarios or you can design your own. In solitaire the computer controls the Germans. Charts provided show statistics for all aspects of the game. Game save feature.

Designed by Ed Willinger

1-2 Players — **Level 3**

Apple, Atari, C-64 ..... ***£29.99***

COMPUTER QUARTERBACK — you start with 3 million Dollars to draft a team to your own specifications. You can draft a great offence, but only

at the expense of your defence. Pro, semi-Pro and solitaire versions. The Pro version has 36 offences and 24 defences, the semi-Pro version has 18 offences and 14 defences. Data disks are available from SSI for the 1980-1983 and 1984 NFL teams. Real time play adds to the game. Screen display shows formations of both teams, score board & clock, field with position of ball and results of each play. In solitaire the computer can play either the Pro or semi-Pro version. Printout of game 'plays' in Pro version available. Game save feature.

Designed by Dan Bunten

1-2 Players **Level 2**

Apple, Atari, C-64 ..... ***£35.00***

COMPUTER QUARTERBACK TEAMS DATA DISCS — ready-made player statistics of actual teams for your 'Computer Quarterback' game. Each disc contains all the teams from the NFL that took part in that year's competition. Seasons available: 1980, 1981, 1982 (Apple only), 1983 (Apple, C-64), 1984 (Apple, Atari, C-64), 1985 (Apple, Atari, C-64. Contains several historical teams) and 1986 (Apple, Atari, C-64). Requires 'Computer Quarterback'.

Apple, Atari, C-64 ..... ***each £15.00***

FIELD OF FIRE — tactical level infantry combat in WW2. You command Easy Company of the First Division. Eight scenarios cover battles from North Africa through Italy, France and Germany. The scenarios present eight completely different combat situations from amphibious assault to street fighting. Units are fireteams of 6 men, organised into teams armed with rifles, bazookas or machine-guns. You also have teams of artillery forward observers and armour support. Solitaire only. Three levels of difficulty. You must learn correct small scale tactics, such as covering fire, concentration of force and flanking. Game save feature.

Designed by Roger Damon

1 Player **Level 2**

Apple 64K ***£19.99***
Atari, C-64 ..... ***£14.99***

FIGHTER COMMAND — the Battle of Britain. Command either the RAF or the Luftwaffe in this decisive battle of aerial combat. Scenarios cover Eagle Day (Aug. 13th, 1940), ten day phases or the entire campaign. Forces are arranged into squadrons or gruppe and are rated for morale, experience, fatigue, number and types of planes. Accounts for all major plane types. Losses are recorded in individual planes and pilots. Playing time ranges from 1-30 hours depending on scenario chosen. Weather, intelligence, radar and readiness reports are also included. Screen displays hi-res colour map of Britain up to the Scottish border and the western coast of France. Raids and interceptions are shown with reports for the individual attacking squadrons. Game save option. In solitaire computer plays the Germans.

Designed by Charles Merrow and Jack Avey

1-2 Players **Level 3**

Apple, C-64 ..... ***£29.99***

GEOPOLITIQUE 1990 — a game of modern day superpower struggle for world dominance. A political/economic game that may or may not degenerate into a military, non-nuclear wargame. Also includes 16 "minor powers" with varying degrees of orientation towards the two superpowers. You control US economics and political factors while the computer selects 3 of 15 potential Politburo members to control the USSR. The Geowar section includes air supremacy, terrain, naval power, amphibious landings, reinforcements and production. The map shows 19 major land and 13 ocean areas. Game save feature. Playing time 4-10 hours. Seven scenarios and four levels of difficulty.

Designed by Bruce Ketledge

1 Player **Level 2**

Apple, C-64 ..... ***£24.99***

GERMANY 1985 — the first in the "When Superpowers Collide" games. A battalion level game covering a hypothetical Soviet invasion of West Germany. The other games in the series are: RDF 1985, Baltic 1985 and Norway 1985. Includes armour, infantry, artillery, paratroop, recon and helicopter units. Rules cover air superiority and tactical air strikes. Unit movement can be hidden or exposed. In the solitaire game the computer can play either side. Two scenarios and four levels of difficulty. Game save feature.

Designed by Roger Keating

1-2 Players **Level 2**

Apple ***£19.99***
C-64 ..... ***£14.99***

GETTYSBURG: THE TURNING POINT — July 1, 1863. A skirmish occurs between units of Lee's Army of Northern Virginia and units of Mead's Army of the Potomac. By July 3 it had developed into a huge battle between 70,000 Confederate and 90,000 Union troops. Recreate the Battle of Gettysburg in this highly detailed simulation of this famous American Civil War battle. Uses a refined game system from the 'Battle of Antietam' game. 36 x 52 grid map displays the whole battle area. Scale is 200 yards/square each turn is one hour, with half hourly phases and night turns. Every unit is accounted for and represents two regiments/3-4 batteries and includes infantry, cavalry and artillery. Units are rated for manpower, guns, morale and fatigue. Twelve weapon types including muskets, carbines and parrotts. Terrain features three levels of elevation, woods, roads and rivers. Rules include hidden units, LOS, ammunition, routes etc. In solitaire the computer can play either side. Comes with rules, Order of Battle and colour map. Save game feature. Playing time 11-40 + hours

Designed by David Landrey and Chuck Kroegel

1-2 Players **Level 1/2/3**

Apple, Atari, C-64, IBM ***£29.99***

IMPERIUM GALACTUM — empire building among 50 solar systems. you start with one planet. It's resources can be used to construct warships or transports, planetary defences, armies, industry etc. A wide range of ship types, each rated for weapons, defences, evasion, armour, size and speed. You may use diplomacy or force to add planets to your empire. Includes planetary invasions and guerrilla warfare. The computer will control up to three opponents. Unlimited scenarios and four levels of difficulty. Game save feature.

Designed by Paul Murray

1-4 Players **Level 2**

Apple, Atari, C-64 ..... ***£35.00***

KAMPFGRUPPE — tactical level game of combat on the Russian Front in WW2. You command German or Russian forces in a wide variety of tactical situations. The map measures 60 x 60 squares, with each square equal to 200 yards. Each turn represents two minutes. The force that you command can range from a battalion to a regimental sized combat group. Each unit is a platoon, but the computer keeps track of each individual tank, vehicle, artillery piece and infantryman. The game includes 26 types of tanks, 13 tank destroyers, 6 anti-tank guns, 5 assault guns, halftracks, trucks, mortars, artillery, flamethrowers, grenades, machine-guns and rifles. Comes with four historical scenarios or you can design an unlimited number of new ones. Rules cover line of sight, hit probabilities, H.Q.'s and command control. Each vehicle is rated for gun range, shell penetration, shell size, gun accuracy, speed, machine-guns, front armour, back armour, silhouette and time of service. Game save feature. Solitaire for either or both sides.

Designed by Gary Grigsby

1-2 Players **Level 3**

Apple, Atari, C-64 ..... ***£29.99***

KAMPFGRUPPE SCENARIO DISC I — five extra scenarios for your 'Kampfgruppe' game. Each provides extra challenge for the solitaire player or for two players. The maps have high density urban terrain features, requiring careful planning for movement on the attack or lines of fire and retreat to be allowed for when defending. Comes with recommendations for the side best suited for the computer in solo play. Requires 'Kampfgruppe' to be played.

1-2 Players **Level 3**

Apple, Atari, C-64 ..... ***£15.00***

MECHBRIGADE — armoured warfare in the 1990's using the "Kampfgruppe" game system. Combat ratings for nearly all weapon types of the U.S., West Germany, Great Britain and Russia. 10 types of tanks, 6 anti-tank guided missiles, 4 helicopters, 6 recon/command vehicles, 7 armoured personnel carriers and a large variety of mortars, artillery, surface-to-air missiles and infantry weapons. Hit probabilities for every weapon is calculated and combat resolved down to individual tanks, guns and soldiers. Four scenarios are provided, each in a diffferent part of West Germany. You can also create an infinite number of scenarios of your own with the Random Setup facility. Solitaire option, computer controls either side. Game save feature.

Designed by Gary Grigsby.

1-2 Players **Level 3**

Apple, Atari, C-64 ..... ***£29.99***

NAM — control U.S., ARVN and South Korean forces in this tactical infantry/armour game set during the Vietnam War. Based upon the 'Field of Fire' and 'Panzer Grenadier' game systems. Squad/battery level units, with individual tanks and helicopters. Three levels of difficulty, with six different scenarios ranging from 'search and destroy' missions to street fighting. Weapons include gunships, assault helicopters, tanks, APC's, mortars, M.G.'s and assault rifles. Also includes artillery and airstrikes. Each unit is rated for weapon strength and combat effectiveness. Hi-res colour scrolling terrain features including jungle, rivers, roads, bridges, caves etc. Joystick control. Computer controls the Viet Cong and NVA units. Playing time 1-4 hours.

Designed by Roger Damon and Jeff Johnson

1 Player **Level 1/2**

Atari, C-64 ..... ***£14.99***
Apple 64K ***£19.99***

NORWAY 1985. — fourth in the "When Superpowers Collide" series. This time the Soviets attack down through Norway. In addition to the units and options in the previous games in the series, ski-troops and arctic conditions are included. Scrolling colour graphics, four levels of play, in solitaire the

computer can direct either side. Game save feature.

Designed by Roger Keating

1-2 Players **Level 2**

Apple, C-64 ..... ***£24.99***

PANZER GRENADIER — WW2 armoured/infantry game on the Eastern Front. Uses the 'Field of Fire' game system. You command platoons of tanks and companies of infantry of an elite unit attached to the 'Grossdeutschland' Division. Your forces include Tiger, Panther and Pz MKIV tanks, with mortars, artillery, assault guns, armoured cars, trucks, engineers etc. Scrolling hi-res colour maps, with terrain features including rivers, buildings, bridges, woods etc. Joystick control. Five scenarios. Three levels of difficulty. Playing time 1-3 hours.

Designer Roger Damon

1 Player **Level 1/2**

Apple 64K, Atari, C-64 ..... ***£24.99***

PHANTASIE — set in medieval times, this role-playing game allows you to explore a strange land in search of the Nine Rings which are needed before the Black Lord can be vanquished. On your way you may travel in a group of between one to six characters, all of whom you command. You may choose among fighters, rangers, thieves, wizards, monks or priests. Each character has different skills, strengths and weaknesses. You must discover solutions to puzzles, fight your way through dungeons and cross new lands in search of the knowledge and experience that you will need. Game save feature. Includes hi-res colour graphics, keyboard control. (ST-mouse/menu controls. Improved sound and graphics)

Designed by Doug Wood.

1 Player **Level 1**

Apple ***£19.99***
ST ***£24.99***

PHANTASIE II — sequel to the award-winning role-playing, fantasy adventure game 'Phantasie'. South of the Isle of Gelnor, explored in 'Phantasie', lies the island Ferronah. Rumour has it, that the evil sorcerer Nikademus survived the final battle of Gelnor, and has now laid an evil curse on fair Ferronah! Gallant adventurers are called to arms, to find a magical Orb and vanquish the evil of Nikademus once again! Up to six newly created characters or characters from the previous game, can explore the Wilderness, the Astral Plane, two levels of the Netherworld and the 'map as you go' dungeons, to complete your quest. Gather treasure, armour, scrolls, potions and weapons to aid you. Battle over 80 different monsters, gaining experience and extra abilities. Hi-res colour graphics, keyboard (Apple), joystick (C-64), mouse (ST). Playing time 30-60 hours.

Designed by Winston Douglas Wood

1 Player **Level 2**

Apple, C-64 ..... ***£19.99***
ST ***£24.99***

RAILS WEST! — a game of the American railroad expansion at the end of the 19th century. The goal is to amass the largest personal fortune or have the best Transcontinental railroad. Trade stocks and bonds, take over existing lines, start and build your own railroad or merge with other railroads under your control. Includes national economic conditions, such as 'boom times' or 'economic slump', balance sheets at the end of each turn and many other features. The computer can control up to four opponents. Game save feature. Four levels of difficulty, will print hard copies of reports. Scenarios include long, short, historical and random options.

Designed by Martin C Campion

1-8 Players **Level 2**

Apple, Atari, C-64 ..... ***£35.00***

RDF 1985 — second game in the "When Superpowers Collide" series. The Soviets have seized oilfields in the Persian Gulf. Elements of the US Rapid Deployment Force are sent to recapture this vital area. Battalion level units, paratroops, amphibious landings, armour, infantry, air strikes and air superiority. Movement can be either hidden or exposed. Computer can play either side in solitaire. Four levels of difficulty. Game save feature. Many other options available.

Designed by Roger Keating

1-2 Players **Level 2**

Apple, C-64 ..... ***£24.99***

RINGS OF ZILFIN — animated fantasy adventure game, in which you journey through the realm of Batiniq, in search of the two rings of Power. Using keyboard controls and scrolling, animated screens, travel the dangerous highways in your quest. Meet characters such as elves, dragons, kings and sorceresses, who may provide you with helpful clues. Attain the status of Grand Master Wizard and defeat the evil Lord Dragos in the final battle. Twenty-seven towns and villages, and two dungeons are waiting to be explored. Battle against dozens of monsters, using arrows, swords and magic, in arcade-style combat. Hi-res colour graphics. Keyboard (Apple) and joystick (C-64) control. Save game feature. Playing time 30-40 hours.

Designed by Ali N Atabek

1 Player **Level 1**

Apple, C-64 ..... ***£19.99***

ROADWAR 2000 — futuristic role-playing game. the United States has been devastated by bacteriological warfare and society has disintegrated, with cities being controlled by street gangs and the highways turned into battlefields. You are the leader of a road gang, who has been asked by what's left of the Government to locate eight scientists, who have developed a vaccine to save the country. You start off with one vehicle and a few gang members. Recruit more men, salvage or capture more vehicles and learn to survive. Includes gang stats, with number of vehicles, food, tyres, fuel, weapons and crew members etc. Each vehicle is rated for speed, capacity, protection, manoeuvrability etc. Colour map of the U.S., with roads, cities, oilwells farmlands and other terrain. Three combat modes: Quick, Abstract or detailed Tactical option. Keyboard control. Save game feature. Playing time 50+ hours.

Designed by Jeffrey A Johnson

1 Player **Level 2**

Apple, C-64 ..... ***£19.99***

SHARD OF SPRING — fantasy role-playing adventure. A fragment of the Lifestone has been stolen by an evil sorceress, threatening destruction to the peaceful isle of Ymros. Gather a band of up to five adventurers to recover the Shard of Spring. Choose from five races: human, dwarf, elf, troll or gnome and two classes: warrior or wizard. Each character is rated for speed, strength, intellect and endurance. Includes 10 warrior skills and 10 wizard skills, 8 weapon types, 5 armour types and 33 spells. Animated colour graphics of the wilderness, tombs, ruins, towns and dungeons. Many monsters and magical items and features 'zoom-in' tactical combat. Keyboard (Apple) and joystick (C-64) control. Save game feature. Playing time 30+ hours.

Designed by Craig Roth and David Stark

1 Player **Level 2**

Apple, C-64 ..... ***£19.99***

U.S.A.A.F. — simulation of the daylight bombing campaign by the U.S. Air Force from August 1943 until the end of WW2. The hi-res colour 48 x 32 grid map displays England and Nazi-occupied Europe. Each square is 33 miles across and displays airfields and cities. Uses a similar day/turn game system to 'Fighter Command'. Includes aircraft production, German heavy industry, weather, etc. 13 Luftwaffe and 11 U.S. aircraft types, each rated for fuel, speed, climb rate etc. Each bomber and fighter group is rated for number of serviceable aircraft, morale, and experience. Also included are flak, fighter tactics, patrols, jet aircaft, feints and secondary targets. In solitaire the computer can play either side or both. Three short scenarios or three campaign scenarios. Save game feature. Comes with rule book and two colour maps. Playing time 3-6 hours (short scenarios), 50-200 hours (campaign scenarios).

Designed by Gary Grigsby

1-2 Players **Level 3**

Apple, Atari, C-65 ..... ***£29.99***

WAR IN RUSSIA — On June 22, 1941, Hitler launched Operation Barbarossa — the invasion of Russia. This divisional level game covers, in weekly turns, the whole of the war on the Eastern Front, from 1941 to 1945. Every division has been taken into account, with ratings for strength, experience and fatique. Units include infantry, armour, motorised infantry, SS, Soviet Guards, air groups etc. Rules cover armour superiority, air strikes, partisan attacks, corps artillery, lend-lease, rail line construction, weather, supply and entrenchments. Players must also allocate priority to the production of aircraft, artillery, vehicle and additional heavy industry. Other options include building new, inexperienced units and/or reinforcing front line units and planning supply routes. Scenarios cover Barbarossa, Stalingrad, Kursk and the campaign game. In solitaire the computer controls the Soviets. Game save feature.

Designed by Gary Grigsby

1-2 Players **Level 3**

Apple, Atari ***£29.99***

WAR IN THE SOUTH PACIFIC — the land-sea-air campaign in the Pacific, May 1942-March 1943. The map displays the area north/south: Truk to Brisbane and west/east: Port Moresby to Fiji. Scale is 50 square miles/square. Time scale is variable: one, four or eight hour phases can be selected at will. Every carrier, battleship, cruiser, destroyer, submarine and transport is accounted for and are rated for speed, damage points, cargo capacity, guns and torpedoes. Includes eleven U.S. and six Japanese aircraft types rated for speed, endurance and weapons. Command decisions involve "buying" ships and aircraft, building and expanding ports and airfields, amphibious landings, supply runs, task force control and planning air strikes. Combat is resolved down to individual ships, aircraft and infantry companies. Comes with three scenarios: 'Hypothetical Campaign' game, 'U.S. Invasion of Guadacanal' and 'Decisive Battles of Guadacanal'. Keyboard control. Save game feature. Playing time 25-100+ hours.

Designed by Gary Grigsby

1-2 Players **Level 3**

Apple, C-64 ..... ***£24.99***

WARSHIP — tactical naval surface combat in the Pacific 1941-45. Practically every warship that fought in the theatre is included. A choice of 79 ship classes from battleships down to transports. Includes ships from the U.S., Japan, Great Britain, Holland and France. Scale is individual ships, 1000 yards/square and 'real-time' game clock, with order input at any given

time. Ships can be controlled individually or in 'division', with orders for course, speed and targetting. Each ship is rated for speed, armour, main and secondary guns, ammunition, torpedoes, smoke, damage control and radar. Includes four scenarios (3 historical and 1 hypothetical). Also includes a complete 'design your own' scenario facility, allowing design of maps, ships and scenarios for up to 20 ships per side. Keyboard control. Save game feature. Playing time 30 mintues to 2+ hours.

Designed by Gary Grigsby

1-2 Players **Level 3**

Apple, Atari, C-64 ..... ***£29.99***

WIZARDS CROWN — role-playing fantasy game, combining the tactical combat of wargaming, with the magic and fantasy of adventuring. Up to eight pre-made characters, or a group of your own design, are to dare the perils of the ruins of Arghan and win back the Crown of the Emperor from the traitor, Tarmon, Wizard of Thunder. Each character is rated for strength, dexterity, intelligence, life and experience. Choose from five professions: ranger, fighter, priest, thief or sorcerer. Highly detailed skill abilities, with unique system of 'spending' experience points gained on the skills of your choice. 25 weapon types and 22 spells, each requiring different levels of skill and strength to use. Explore the town, dungeons and ruins. Opt for either the quick computer combat, or the detailed tactical combat. Hi-res colour graphics. Keyboard. Playing time 50-100 hours.

Designed by Paul Murray and Keith Brors

1 player **Level 2/3**

Apple, Atari, C-64 ..... ***£19.99***

STRATEGIC STUDIES GROUP

BATTLEFRONT — simulation of corps level command in WW2. Each commander can control up to 60 battalions distributed into three divisions. Fourteen different unit types including infantry, armour, airborne, artillery etc. Sixteen terrain types including roads, mines, forts, jungle, etc. Commands are issued through 'action' menus via divisional and regimental H.Q.'s with movement and combat resolution being handled by the computer. Includes four scenarios: 'Crete', 'Stalingrad', 'Saipan' and 'Bastogne'. The complete 'design your own' kit gives many more varied scenario options. Map sizes are variable with a maximum of 39 x 28 hexes, with a ground scale of 1 kilometre/hex. Each scenario can be up to 16 'days' in length, with four turns per 'day'. Hi-res colour graphics. Keyboard control Comes complete with manual, maps and menu cards. Save game feature. Playing time 2-5 hours.

Designed by Roger Keating and Ian Trout

1-2 Players **Level 2**

Apple, C-64 ..... ***£23.95***

CARRIERS AT WAR— fleet carrier operations in the Pacific, 1941-45. Complete air and naval simulation. The map is a 84 x 72 hex grid at 20 nautical miles per hex. Five main scenarios with a Pearl Harbor introductory scenario. The game design kit allows you to alter the historical scenarios or create entirely new ones. You can have up to 63 individual aircraft types, 127 air squadrons with up to 4,000 planes, 24 land bases, 63 ship classes, 48 task groups with up to 32 carriers and 215 other ships. Six command positions per side (2 land and 4 naval), any or all may be computer controlled allowing for solitaire or group play. Weather creation and forecasting, national doctrine and scenario briefing routines. Uses a menu order system. Game save feature. Requires 64K.

Designed by Roger Keating & Ian Trout

1-12 Players **Level 3**

Apple, C-64 ..... ***£29.95***

EUROPE ABLAZE — the Air War over England and Germany 1930-1945. Three major scenarios simulate the changing fortunes of the battle, as Britain first faces overwhelming odds against the Luftwaffe during the Battle of Britain and finally becoming the bastion from which American daylight and British night bombing missions set out for Germany. Missions are planned twice per day and require target selection course plotting, speed, squadron allocation and H-hour determination. Other operations include harrassment, raid and recon missions. Fighter aircraft perform intercept and patrol (both standing and intruder patrols) ops in response to ground and radar sightings. Targets include cities, populations, industry, radar stations, airfields and shipping. Weather such as storm fronts, ground fog and moonlight affect planning for mission controls. Also national doctrine is included to reflect the historical handicaps or advantages to each sides strategy. Hi-res graphics and menu order system. Six command positions per side, any or all may be computer controlled allowing for solitaire or group play. Game save feature. Complete game design kit included, (with new scenario of the U.S. 15th Air Force operations in Italy in May, 1944) allows you to design your own scenario variants as well as designing original campaigns. Requires 64K.

Designed by Roger Keating, Eric Baker and Ian Trout

1-12 Players **Level 3**

Apple, C-64 ..... ***£29.95***

REACH FOR THE STARS — Strategic level science fiction game. You begin with one partially developed planet, and your goal is the conquest of 54 star systems. Includes extensive production operations for each planet. Six types of spaceships, 4 levels of technology, 3 levels of difficulty, each planet is rated for maximum population, industry, social level, planetary environment and planetary defences. Almost every single feature in the game can be altered during setup, including vicory conditions and the production costs for everthing in the game. Game save feature. Solitaire option.

Designed by Roger Keating & Ian Trout

1-4 Players **Level 2**

Apple, C-64 ..... ***£26.95***

SUB-LOGIC

BASEBALL — stats-based baseball simulation. Includes a choice of AL and NL teams from the 1985 season and eight classic teams from the past. In addition you can trade and draft players or create your own teams. Choose from three stadiums to play in, then select your line-up for the game. Animated colour display of the stadium and game action. Includes 7 batting and 7 running options; 5 pitching and 5 fielding options. Includes complete statistics updating for either screen or printout display. Keyboard or joystick control. The computer can control the opposing team or both in a series of up to nine games. Comes with two manuals and player card. (Requires reasonable knowledge of baseball).

Designed by Ed Daniels

1-2 Players **Level 2**

C-64 ..... ***£38.00***

BASEBALL: STADIUM DISC — includes all 26 Major League stadiums from the NI and AL to use with your 'Baseball' game. Also inlcudes 10 more classic teams from the past. Requires 'Sub-Logic Baseball'.

Designed by Ed Daniels

Level 2

C-64 ..... ***£18.00***

FLIGHT SIMULATOR II — highly detailed and advanced 3D flight simulator. Depending upon which computer you have: fly a Piper 181 Cherokee (Apple, Atari, C-64), a Cessna 182 (IBM), Cessna 182 or Gates Learjet 25G (Amiga, ST). Full instrumentation including speed indicator, altimeter, bank indicator, artificial horizon and full range of navigational aids. Many user-variable options including multiple views out of the cockpit, day, dusk and night flying modes, variable weather conditions including cloud cover, winds, fog and turbulence. Includes 3D flying areas (number dependent upon computer) with airports, radio beacons and famous landmarks. All versions have keyboard or joystick options (ST — mouse or keyboard only). Includes WW1 combat game. Save feature for user-designed flight scenarios. Comes with manual and flight area charts. (Amiga and ST verisons have two player/computer option coming)

Designed by Bruce Artwick

1 Player **Level 3**

Apple, Atari, C-64, IBM, Amiga, ST ***£42.00***

FOOTBALL — animated U.S. football simulation. Select your play and then control the quarterback and receiver in offence. In defence, select your defence and then control any one of the four primary defensive players. Two fictitious teams, based upon NFL and AFL sides, are available. Each player is rated for speed, power and catching abilities. You can alter the player ratings to give you many team variants. Select from 7 running plays and 6 passing plays on offence. Four formations and changing receivers or backs mid-play allow many play variations. On defence select from 3 run or 4 pass defences, blitz with any combination of linebackers. Change the controlled defender as the play develops. Includes field goals, punts, interceptions and time-outs. Display of the pitch and players from the sidelines. Joystick control. Comes with extensive manual including play diagrams and team rosters. Playing time 20 minutes to 2 hours.

Designed by Quest Inc.

1-2 Players **Level 2/3**

C-64 ..... ***£38.00***

JET — advanced real-time, 3D jet combat flight simulator. Fly a F-16 Fighting Falcon land-based or a F-18 Hornet carrier-based jet aircraft, on bombing missions or have dogfights with missiles and cannon against Mig-21 and Mig-23 aircraft. Weapons inlcude Sidewinder and Sparrow AAM's, 20mm Vulcan cannon, AGM-65 missiles and MK-82 smart bombs. Heads Up Display includes G-force indicator, gunsight, weapons selector and radar. 3D hi-res colour graphics give you five different cockpit views, plus 'Control Tower Mode' with a view of your aircraft from the ground or carrier base. Menu options offer three different flight modes including 'free flight', to enable you to learn about your aircraft, weapons selection and nine different skill levels. Other options include keyboard and/or joystick control, 'zoom' facility on views and ejector seat to live to fly another day!

Designed by Charles Grey and Bruce Artwick

1 Player **Level 3**

Apple 64K, C-64 ..... ***£35.00***

IBM ***£43.00***

XOR CORPORATION

NFL CHALLENGE — U.S. football simulation. 28 NFL teams to choose from. Detailed team rosters, with individual player attributes including speed, weight and experience. Players are also rated for ability to run, receive, block, pass and kick. Game includes 45 offensive and 26 defensive play options, fumbles, injuries, substitutions and penalties. Real-time play, with simultaneous play selection and time-outs. Animated 'Chalkboard' play action, with 'slow-motion' replays (RGB monitor required). Keyboard control. Comes with 'User's Guide', laminated play books and 'The Illustrated NFL Playbook'

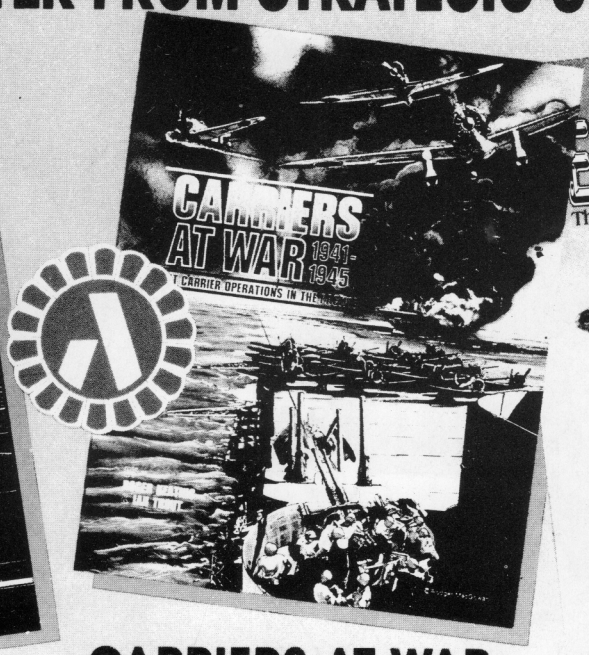
Designed by XOR Corporation

1-2 Players **Level 2**

IBM ***£90.00***

SUPERIOR STRATEGY GAMES
FOR YOUR COMPUTER FROM STRATEGIC STUDIES GROUP

REACH FOR THE STARS
Available for the Apple II Family & C-64
SPS Price – £26.95



CARRIERS AT WAR
Available for the Apple II Family (64K) and C-64
SPS Price – £29.95

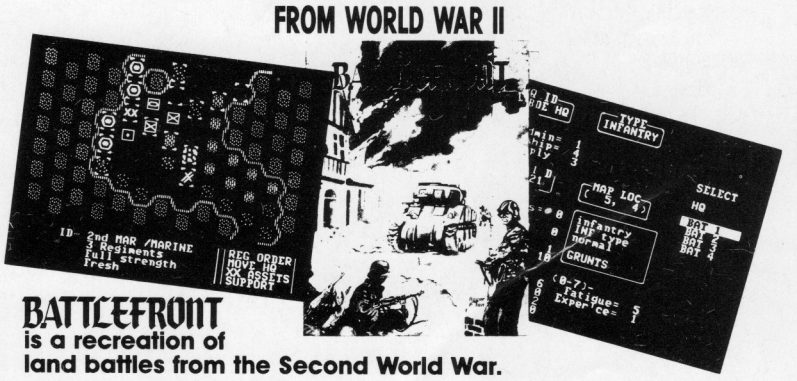
***Winner** of U.S.A.'s Charles Roberts Award for Best Computer Game 1984-1985, the first Australian Game to win this award.*

EUROPE ABLAZE
Available for the Apple II Family (64K) & C-64
SPS Price – £29.95

STRATEGIC STUDIES GROUP ANNOUNCE THE RELEASE OF A UNIQUE MAGAZINE *run5*

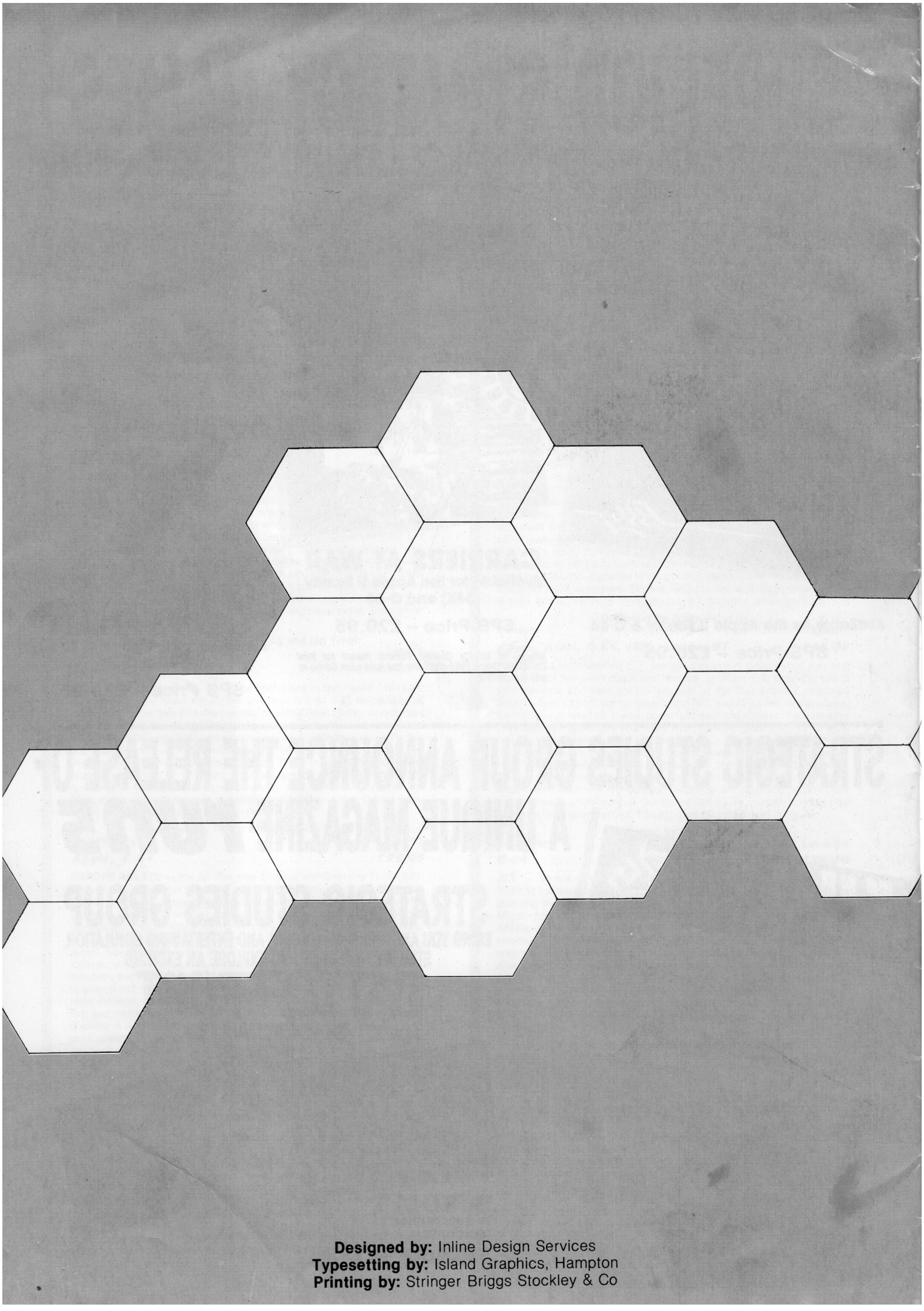
STRATEGIC STUDIES GROUP
BRING YOU ANOTHER CHALLENGING AND ENTERTAINING SIMULATION.
STEP INTO THE PAST AND EXPLORE AN EXCITING

BATTLEFRONT
FROM WORLD WAR II



BATTLEFRONT
is a recreation of land battles from the Second World War.

SPS Price – £23.95



Designed by: Inline Design Services
Typesetting by: Island Graphics, Hampton
Printing by: Stringer Briggs Stockley & Co

STRATEGIC PLUS SOFTWARE

Since completing the catalogue there have been some new additions to our range. Also we have been digging around for future products and release schedules. We have therefore compiled this Supplement to bring you up to date with the current situation. Please note that the release times quoted might be subject to delays or changes by the companies involved.
Advance orders can be placed with us for any future releases, this will ensure that you will receive the game as soon as possible after release (no charge will be made for this service and credit card orders will not be charged until the order has been despatched).

NEW RELEASES.

ACCESS:

10TH FRAME - ten-pin bowling game for up to 8 players. Realistic sound and graphics. Open or League play with three levels of skill.
ST.....£24.95

ACTIVISION:

PAINTWORKS PLUS - complete art and animation package. Full range of colours, pens, brushes and editing facilities.
Apple GS.....£39.95

PORTAL - some catastrophe appears to have struck the human race. Using a dying computer system you must attempt to find the answers!
Apple 64K.....£34.99 C-64.....£24.99

SHANGHAI - addictive 'pairs' game based upon the ancient Chinese game of Mah Jongg. See catalogue.
Apple GS.....£24.99

TASS TIMES IN TONETOWN - graphics adventure game. See catalogue.
Apple GS.....£24.99

DIGITAL KAMPF GROUP:

SURRENDER AT STALINGRAD - army level game of 'Case Blue', the German attempt to capture the Russian oilfields and Stalingrad.
Atari, C-64.....£35.00

ELECTRONIC ARTS:

MUSIC CONSTRUCTION SET - compose and design your own music and sounds. Includes MIDI interface and stereo options.
Apple GS.....£43.00

PHM PEGASUS - combat hydrofoil simulation. Systems include cannon, Exocet, Harpoon and Gabriel SSM's, radar and full ship controls.
Apple 64K, C-64.....£35.00

ERE INFORMATIQUE:

MACADAM BUMPER - pinball game. Animated colour graphics and sound. Up to four players. Includes extensive design your own pinball table kit.
ST.....£24.99

GAMESTAR:

CHAMPIONSHIP GOLF - detailed golf simulation. The course is Pebble Beach, with 3D views and hazards. Includes full range of clubs.
IBM, Amiga.....£34.99

INFOCOM:

HOLLYWOOD HI JINX - zany text adventure. To claim the inheritance left by your Uncle and Aunt, you must go on a weird treasure hunt!
Apple, IBM, Amiga, ST.....£29.99
Atari, C-64.....£24.99

MICRO LEAGUE SPORTS ASSN.:

MICRO LEAGUE BASEBALL - as in the catalogue. Includes Box Score and Stats Compiler and many new features such as stadiums, weather, umpire disputes.
ST.....£35.00

MIRRORSOFT:

FLEET STREET PUBLISHER - complete desk-top publishing program. Many fonts, graphics options and page editing features. (used to produce this supplement)
ST.....£115.00

MINDSCAPE/CINEMAWARE:

DEFENDER OF THE CROWN - introductory strategy game set during the Middle Ages. Quell the ambitious barons and save the kingdom!
Amiga, (coming for the ST).....£39.95

SDI - sci-fi arcade game. Defend the SDI system against incoming Russian fighters and then save America from incoming nuclear missiles.
ST, (coming for the Amiga).....£39.95

SINBAD AND THE THRONE OF THE FALCON - adventure role-playing game. Discover the cure for the evil spell cast upon the King.
Amiga, (coming for the ST).....£39.95

SIR-TECH:

DEEP SPACE - 3D space combat simulator. Defend your star bases against attack with a combination of strategy and flying skills. Joystick recommended.
Apple 64K.....£35.00

STRATEGIC SIMULATIONS INC.:

BATTLECRUISER - tactical naval combat set during WW1 and WW2. Over 150 ship classes to choose from. Uses similiar game system to 'Warship'.
Apple, Atari, C-64.....£24.99

REALMS OF DARKNESS - new fantasy role-playing from the author of 'Rings of Zilfin'.
Apple 64K.....£19.99

FORTHCOMING TITLES.

APRIL

GAMESTAR:

GFL FOOTBALL - ST.....£24.99

MIRRORSOFT:

FILM DIRECTOR - ST.....£59.95

STRATEGIC STUDIES GROUP

RUSSIA - Apple 64K, C-64.....£23.95

STRATEGIC SIMULATIONS INC.:

COLONIAL CONQUEST - ST.....£24.99

KAMPFGRUPPE - IBM.....£29.99

PHANTASIE - Atari.....£19.99

PHANTASIE III - Apple.....£19.99

ROADWAR 2000 - ST.....£24.99

SPRING/SUMMER

AVALON HILL:

DARKHORN - Apple 64K.....£TBC

GUDERIAN - Apple 64K, Atari, C-64.....£TBC

BEYOND/FIREBIRD:

STAR TREK - ST.....£19.95

GAMESTAR:

GFL BASEBALL - ST.....£24.99

NEW WORLD COMPUTING INC.:

MIGHT AND MAGIC - C-64.....£45.00

ORIGINS SYSTEMS INC.:

AUTODUEL - Atari, C-64, ST.....£TBC

MOEBIUS - C-64.....£TBC

RAINBIRD:

GUILD OF THIEVES - ST.....£TBC

STRATEGIC SIMULATIONS INC.:

B-24 - Apple, C-64.....£TBC

PHANTASIE - Amiga.....£TBC

PHANTASIE III - C-64.....£19.99

REALMS OF DARKNESS - C-64.....£19.99

REBEL CHARGE: THE BATTLE OF CHICKAMAUGA - Apple, Atari, C-64.....£TBC

SHARD OF SPRING - IBM.....£TBC

SUMMER

MICRO LEAGUE SPORTS ASSN.:

MICRO LEAGUE BASEBALL - Amiga.....£35.00

OMNITREND:

BREACH - ST.....£TBC

STRATEGIC SIMULATIONS INC.:

PHANTASIE - IBM.....£TBC

RINGS OF ZILFIN - IBM, ST.....£TBC

WIZARDS CROWN - IBM, ST.....£TBC

SUB-LOGIC:

JET - Amiga, ST.....£TBC

SUMMER/AUTUMN

FIREBIRD:

ELITE - ST.....£TBC

FTL GAMES INC.:

DUNGEONMASTER - ST.....£TBC

R.P.V - ST.....£TBC

GARDE:

TITLE UNKNOWN - game based upon English Civil War, using 'Blue Powder, Grey Smoke' game system. - Apple 64K, C-64.....£TBC

MICROPROSE U.K.:

F-15 STRIKE EAGLE - ST.....£TBC

GUNSHIP - Apple 64K, Atari, IBM.....£TBC
Amiga, ST.....£TBC

STRATEGIC SIMULATIONS INC.:

KAMPFGRUPPE - Amiga.....£TBC

AUTUMN/LATE '87

STRATEGIC SIMULATIONS INC.:

SHILOH - Apple, C-64, Atari.....£TBC

WIZARDS CROWN II - Apple, C-64, Atari.....£TBC

KAMPFGRUPPE (unofficial) - ST.....£TBC

STRATEGIC PLUS ORDER FORM 1

Name _____

Address _____

Postcode _____ Telephone _____

Method of Payment:-

Access/Barclaycard — Yes/No Personal cheque — Yes/No C.O.D. — Yes/No Cash — Yes/No
(By registered mail only)

I enclose my cheque/postal order for £_____ or please debit my Access/Barclaycard account no:

Signed _____ Date _____

COMPUTER	DESCRIPTION (GAME TITLE)	QUANTITY	AMOUNT
	TOTALS		

STRATEGIC PLUS ORDER FORM 2

Name _____

Address _____

Postcode _____ Telephone _____

Method of Payment:-

Access/Barclaycard — Yes/No Personal cheque — Yes/No C.O.D. — Yes/No Cash — Yes/No
(By registered mail only)

I enclose my cheque/postal order for £_____ or please debit my Access/Barclaycard account no:

Signed _____ Date _____

COMPUTER	DESCRIPTION (GAME TITLE)	QUANTITY	AMOUNT
	TOTALS		

ORDERING INFORMATION

PAYMENT
Payment can be made by credit card (Access/Visa), personal cheque, postal orders, registered cash or cash on delivery.

Credit Card Orders — Access, Mastercard, Eurocard/Visa, Barclaycard
Telephone orders placed before 3pm Monday-Friday will be despatched same day or complete the Order Form on the reverse.

Personal Cheques
Make payable to: Strategic Plus Software. Please allow seven days for cheque clearance.

Postal Orders/Registered Cash
Make payable to: Strategic Plus Software. Orders despatched on receipt.

Cash On Delivery
Telephone your order as with credit cards. Please add £2.50 per order. **This service is only available in the United Kingdom.** Orders are despatched First Class Registered Mail.

POSTAGE AND PACKING
Postage and packing is free in the United Kingdom. All orders are sent by First Class Mail.

OVERSEAS ORDERS
All payment must be in Sterling — Eurocheque, Girocheque, credit card or registered cash. European orders add £2.00 per item. Outside Europe add £6.00 per item. Swiftair/Express delivery is available, add £2.50 per order.

FAULTY SOFTWARE
If you receive software that will not load or is defective and it is returned to us within 30 days of the invoice date, it will be replaced. **Please return discs only.**

ADVANCE ORDERS ON FORTHCOMING RELEASES
Many customers prefer to reserve a copy of new games that are due for release. This ensures that you will receive the new title as soon as it becomes available. *You will not be charged until the goods have been despatched.*

ALL PROGRAMS ARE ON DISC ONLY

ORDERING INFORMATION

PAYMENT
Payment can be made by credit card (Access/Visa), personal cheque, postal orders, registered cash or cash on delivery.

Credit Card Orders — Access, Mastercard, Eurocard/Visa, Barclaycard
Telephone orders placed before 3pm Monday-Friday will be despatched same day or complete the Order Form on the reverse.

Personal Cheques
Make payable to: Strategic Plus Software. Please allow seven days for cheque clearance.

Postal Orders/Registered Cash
Make payable to: Strategic Plus Software. Orders despatched on receipt.

Cash On Delivery
Telephone your order as with credit cards. Please add £2.50 per order. **This service is only available in the United Kingdom.** Orders are despatched First Class Registered Mail.

POSTAGE AND PACKING
Postage and packing is free in the United Kingdom. All orders are sent by First Class Mail.

OVERSEAS ORDERS
All payment must be in Sterling — Eurocheque, Girocheque, credit card or registered cash. European orders add £2.00 per item. Outside Europe add £6.00 per item. Swiftair/Express delivery is available, add £2.50 per order.

FAULTY SOFTWARE
If you receive software that will not load or is defective and it is returned to us within 30 days of the invoice date, it will be replaced. **Please return discs only.**

ADVANCE ORDERS ON FORTHCOMING RELEASES
Many customers prefer to reserve a copy of new games that are due for release. This ensures that you will receive the new title as soon as it becomes available. *You will not be charged until the goods have been despatched.*

ALL PROGRAMS ARE ON DISC ONLY